

JAMES F. EAST COMPANY



Fast Company

JAGS Action Heroes

You don't ... get it, boy ... this isn't a mudhole ... it's an operating table. And I'm the Surgeon.
--Batman, *Dark Knight Returns* (Book 2 *The Dark Knight Triumphant*)
Batman as he breaks the mutant leader's leg ... and then keeps on breaking it.

The streets are wet with blood, rain, and waste water from broken sewer mains. The city is sweltering under a punishing heat wave and in the wake of rolling blackouts crime has become epidemic across the city and much of the Eastern Seaboard. Indeed all of America seems poised on the edge of a dark age of violence, corruption, and hopelessness. It is dark times. They are saying there is no one to look to that can save us.

They're wrong.

Welcome to *Fast Company*. You are capable of standing down an entire cycle gang bare handed. Guns don't scare you. Knives won't stop you. You are aware of an attack before the assailant has even decided he's going to make it. You're the gang's and the criminal's and the corrupt cop's worse nightmare. You are a member of a fraternity so elite that most people aren't aware that it even exist and wouldn't believe their eyes if they saw you in action.

You are not bulletproof. You are not immortal. You are not a super hero. You may injure, disarm, or kill with your body and mind—or any weapon you choose—but that isn't what makes you special. You aren't (probably) even a ninja. You are *Fast Company*. What you have is a unique point of view—a revelation. You see the world differently from the masses and you dominate it.

Fast Company are the very, very few men and women who have an understanding of reality and who they are and what they can do. They can face extraordinary peril and survive. They can go up against insane odds and triumph. They are not immune to the dangers they face—that would deny their courage—but they are equal to them in a way that most would believe is impossible. Are you ready?



Who's Outnumbered?

What is Fast Company?

Tease: Are you telling me that 200 of our men against your boy is a no-win situation for us?

-- *First Blood*

Fast Company is the term for the principle characters in this world-book. They are persons who have (even though they may not exactly realize it) seen through the lie that the rest of us cloak ourselves in. It is the lie about our limitations as human beings. It is the lie that we are incapable of the amazing or the fantastic. It is the lie that we are condemned to live in the shadow of other "great men" when in fact, we are all "great men" (and women).

The term *Fast Company* is used amongst members of that elite fraternity and by the very few people "in the know" outside of it. It is not used in the media or by the police—to most people it's the name of some sort of weird financial and business magazine, and not a term for the "company of men and women for which the world moves in slow motion."

Characters in JAGS *Fast Company* are probably vigilantes, men and women of character (we hope) driven to extreme measures by a society that seems to be on life support and failing fast. They are trying to hold together a world bursting at

the seams

with corruption, crime, and decay. Their enemies may be the crooked politicians, vicious street gangs, organized crime, and, most dangerous of all, their opposite numbers on the other side of the equation: those with the same insights who would see society destroyed.

Fast Company can play a lot of different ways but we envision it like a cross between a Hong Kong Action movie ("Bullet Ballet"), a wire-fu movie with fight scenes a little reminiscent of *The Matrix*, and borrowing heavily from the costumed adventurer brand of super hero fiction (Daredevil, Batman, Alan Moore's *Watchmen*, etc.). Stir in a dose of Blacksploitation Flick and good old 1970's vigilante movies and you're smack in the middle of the world of weird, stylish, and absolutely bad-ass characters that make up JAGS *Fast Company*.

Well there's a mugger in the alley there's a sniper in the hall

*There's a girl at the bar wants to get me by my balls
And the hangman is hangin', if I autograph the noose
Lee Harvey Oswald's brother's on the loose
Mafia hit man with a bullet for my neck
Some day he's gonna get me but I'm not dead yet
--Styx. Not Dead Yet (Edge of the Century)*



JAGS Action Heroes

Fast Company comes with a specific adventure/world book—but it's not at all constrained to that. JAGS *Fast Company* is a source-book for Action Heroes of all genres and types. It's a cinematic resource kit for people who want to play distinctively larger-than-life characters. Let's look at two definitions:

Realism: A troublesome word for RPG's (what's realistic when you have a wizard?). We use it to mean: conforming to expectations of "reality" (car crashes hurt), being falsifiable (average guys can't do a 5 yard vertical leap or beat through an engine block barehanded), and somewhat "gritty" (meaning that combat can often have highly injurious or mortal results). JAGS, on low point levels without any special abilities is meant to be *Realistic*.

Cinematic: Not so falsifiable (characters can do things in a pinch that are generally considered not-possible: like outrunning an explosion). Far less gritty (lots of bullets, swords, karate—few bodies amongst the heroes), and using movies as the expectations that are conformed to (one ex-SEAL can take on a whole street gang barehanded).

No One Sees the Whole Picture

El Mariachi: Bless me, Father, for I have just killed quite a few men.

--Antonio Banderas, in *Desperado*, who indeed had.

The characters in JAGS *Fast Company* aren't "bulletproof." Some will wear armor (a little) most won't. It doesn't matter because for an untrained attacker they're almost impossible to hit—and even in the hands of an expert guns and knives and other deadly weapons aren't all that good.

But they don't *know* that. For everyone, even (especially) other *Fast Company*, they don't see the hard mathematics behind their difficulty to be hit and killed by a single bullet. They know that they aren't "scared" of guns (much) and are willing to wade into a fire-fight barehanded—but they don't make the next obvious step: bigger guns.

Fast Company are quite mortal. A fall from a high building, eating a live hand grenade, or being shot with an elephant gun will still kill one. When their bullets fail to slay other *Fast Company* opponents what they think is "I need to shoot *better*" not "I need a *bigger* gun." Sure, *Fast Company* and their enemies may carry plenty of fire power but the *vibe* of *Fast Company* is that what sets them apart from the rest of the world is their point of view—not their statistics. They have gained an understanding of the world that differs from the view we have. They see things more clearly and can respond with far more force and swiftness. Indeed it can be said that they live another world from us altogether, a world far more elemental and simple. In the world of *Fast Company* "reality" runs on a slow-motion clock and dramatic portions of their lives take place in between the clock-ticks.

Inspiration and Revelation

Most people *become Fast Company*. This can happen through training (with a master, usually), trauma (having your family killed by criminals?), by exposure to other *Fast Company*, or just a plain old "moment of clarity" where you wake up one morning and realize *someone has to do something and you're the one to do it*.

In other cases, the *Fast* abilities are simply a narrative artifact: The character is supposed to be a normal guy who is lucky—or just "comes through" when the chips are down. A character emerging from a fire-fight may simply feel he or she got *lucky*—not that they were able to handle those things as a matter of course. The GM should determine what level of understanding the characters have of their capabilities.

Style

Can somebody tell me what kind of a world we live in where a man dressed up like a bat gets all of my press.

--The Joker, *Batman*

Each of your characters should have some sort of Style. Where super heroes have costumes, and "common criminals" have an *Modus Operandi*, you (FC) have a *Style*. Style can be expressed in the "uniform" you wear. It can be expressed in unusual gear that you carry. It can be the choice of an unusual nationality or ethnic background that you carry into your *Fast Company* persona (*Fast Company* don't use their real names with each other—they use Handles like the Citizen Band Radio enthusiasts).

FC Is Not Supers

What sets *Fast Company* apart from "low level" super heroes? A few things. For one, while the FC have style (and may even go "in uniform" with some sort of costume) they don't see themselves as super human—and neither does anyone else. Those who have fought them and lived know they're lethal as hell—and hard to hit—but the consensus is that they're not paranormal.

Also, there's no real attention to "balance" when it comes to gear and weapons. The FC may carry swords, clubs, guns, knives, and other weapons freely—or go unarmed. There is some "balance" in character design—but if you want to play a kung fu master next to a street-hardened gun toting sharp shooter that's fine for FC—and it can create problems in Supers.

Finally, even moderately weak supers characters tend to have armor. FC may go armored—but more commonly don't.



Bad MoFo

Designer's Note: The basic Advanced Dungeons and Dragons classes that most people are at least somewhat familiar with, are a form of Niche Protection—the Fighter and the Magic User don't interfere with each other's specialties and the roles of each class are very well defined.

Niche Protection is very important in games where concepts of Style are key to the genre (Supers comes to mind).

Niche Protection

“You're gonna regret this the rest of your life ... both seconds of it.”
--John Spartan, *Demolition Man*

Niche Protection is the term for the concept that in a given campaign whatever your character does that “makes him or her special” is not “stepped on” by another character. If you have a cool jet pack that makes your character stand out, even if it might make sense to mass manufacture them and give everyone one, it doesn't happen.

Niche Protection isn't just about style, though, it's also about Role. If you are a Detective, the GM should make sure that there's Detective stuff to do (and if there isn't then the GM should probably warn you).

Finally, it's about balance with other PC's. All the players should discuss their packages before deciding on one (the GM should mediate if possible). This insures that no one feels shut out of their area of specialty.

Who Are You?

In *JAGS Fast Company* (using the supplied world book) you and your fellows are a group of vigilantes who have come together to make a difference. You might be one of the few cops who isn't bought by organized crime or jaded to the state of societal decay. You might be a wealthy philanthropist who leads a double life as a defender of the weak and oppressed. You might be hell bent on vengeance against criminals who have wronged you. You could be trying to protect your neighborhood and driven to extremes.

Fast Company is somewhat unusual in that it can be played “out of the box” in a vast variety of different ways. The nuances of character, conception, style, and level of violence can all have a dramatic impact on the enjoyment of all the participants.

Discuss amongst the participants the following:

1. Uniform. Do you wear a uniform? If not, does your “dress” have a really unique visual style?
2. Killing: Do you kill? Under what circumstances?
3. Humor: What's your character's sense of humor like? Does your character “get his own joke?” How serious is the campaign.
4. Tragedy Level: The world is spiraling down the toilet, so to speak. How touched is your character by the decay? Is he/she scarred?

Whatever you are, you are a hero ... at heart. *Fast Company* may be street-hardened and scary looking or they might be small “compact” martial arts masters. In civilian life Private Detectives, cops, social workers, “ordinary guys whose lives have been touched by tragedy,” or even a “mafia princess” whose moonlighting as a crime fighter are all possible. What brings you together is a sense of purpose.

On the other hand, if you are not using the basic world book, super-spies or mighty heroes in a fantasy or science fiction world are all options (we have some examples in the back of the book). In whatever world they play and whatever roles they take, *Fast Company* are designed to be larger than life and extremely competent and capable.

Load-Out: What You Get (4 Levels of power)

“Y’Know, this must be how ordinary people feel. This must be how ordinary people feel around us.”
-- *Watchmen*, Night Owl and Rorschach prepare to take on Ozymandias.

Even in the elevated world of *Fast Company* there are levels of clarity ... echelons of power. There are 4 levels of *Fast*—the GM should pick one for the PC’s although NPC’s might vary. The default level is 2—but the GM can decide where you start (or even if you begin the game as *Fast Company* at all). Moving between the levels isn’t a given either: you might train with a master to improve your level—or the campaign might not play with the higher levels.

Level	Acrobatics	Dodge Bullets	Bullet Time	Toughness	Combat Techniques	Packages	Possible Example
Level 1	8pts	Yes	+5 Init	+20	+5	1 Package	Rambo, Willis in Die Hard, Riggs.
Level 2	8pts	Yes	+3 REA, +5 Init	+25	+6	2 Packages	Most Watchmen, Remo Williams.
Level 3	8pts	Yes	+5 Init, Bullet Round	+30	+7	3 Packages	Ozymandias, maybe Dark Knight
Level 4	8pts	Yes	+3 REA, +5 Init, Bullet Round	+35	+8	4 Packages	Neo, Probably Batman

Acrobatics

I know instinctively how to move—how to jump, how to roll, how to twist out of the way of lethal spaces in the air that are about to be filled with super-sonic lead. I know this instinctively the same way you know to eat with whatever hand you favor.

Fast Company have Acrobatics at Level 3 with 4pts in it. This allows a 3 REA Dodge which can (see below) be used against bullets or other projectiles at no negative. If the character already has Acrobatics when they become inspired, they can add the points for a better roll or towards Level 4 (or put the points into something else at that time, subject to GM approval).

Dodge Bullets [Enhanced Dodge]

Lee: Why doesn't somebody pull out a .45 and, bang, settle it?
--Bruce Lee, *Enter the Dragon*

Fast Company are *aware*—we’re aware of the lines bullets trace in the air ... aware of the arc of a knife blade, and aware of the thrust of a sword. We can feel micro changes in air density before the shock wave of an explosion takes us and we react, instinctively, to survive.

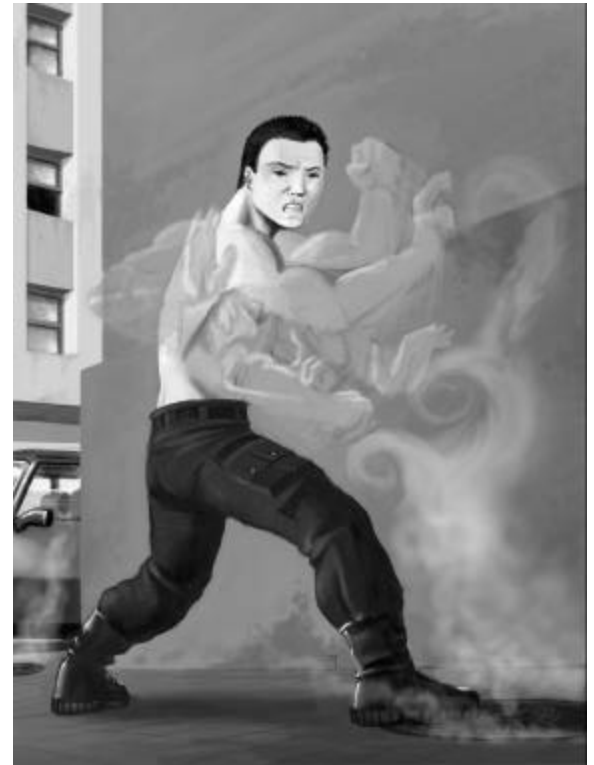
Fast Company deduct their full AGI bonus [AGI-10] from all attacks ranged or not (as opposed to “normal” characters who only get half their AGI bonus rounded down against ranged attacks). In addition the Damage Modifier of an attack takes a negative:

Dodge Bullets is the same for All Levels of FC.

- Impact Attacks: -4 Damage Mod
- Penetration Attacks: -8 Damage Mod (*done before checking for doubling*)
- Damage from Explosives or Long Barreled Weapons (carbines or rifles): -10 Damage Mod (*again before doubling*)

NOTE: Wearing any armor reduces this innate negative. Having any sort of a “protective shell” will reduce the amount of *awareness* the character devotes to keeping out of the line of fire (this is also for game balance—The game Designers).

Ex: Nite-Life is dashing across a rooftop when someone takes a shot at her. She has an AGI of 13 so the attack is at -3 to hit (in addition to any modifiers for speed and range and darkness). She is hit by 4: a good shot, enough to double—but because of her awareness she dodges *most* of the bullet: the damage modifier goes from +4 to -4 and is likely to do half damage. If the attack is from a rifle the damage modifier is dropped to -6: Nite-Life’s reflexes and survival instinct is innately more attuned to more deadly bullets.



Losing Your Advantage (being captured)

Chiun: You move like a pregnant yak.

--Remo Williams: *The Adventure Begins*

Because the Dodge Bullets ability is based on mobility and reactions (usually instinctive) if the character is tied down or has surrendered (or is gravely injured, etc.) the negative modifiers to Damage Mod may be reduced or go away entirely. Note that *Fast Company*, even with a "gun to the head" should get their defensive modifiers the majority of the time—here are some conditions under which the defenses might not apply:

Situation	Notes
Grabbed	No AGI bonus. Negative damage modifiers still apply.
Pinned	No AGI bonus, no negative damage modifiers.
Held	No AGI bonus, but negative damage modifiers still apply. At Major Hold, reduce negative damage modifiers by -2.
Gun to the head	If the character is "caught cold" the GM can remove AGI bonus against being hit but the negative damage modifiers still apply. Anything the GM rules is a sufficient distraction will return the AGI bonus as well.
Surrendered	If the character surrenders and is covered with a weapon, both AGI bonus <i>and</i> negative Damage Modifiers are forfeit—until a serious distraction is arranged.
Handcuffed	Give a -1 AGI bonus and reduce protective Damage Modifiers by 1.
Bound	If the character is shackled the AGI bonus is halved (round down) and the Negative Damage modifiers are halved as well. If the character is totally tied up (or chained hand and feet with a connecting chain as per a convict) probably neither apply.
Serious Condition	At Serious Condition your bonuses are halved. After the fight, when the adrenaline wears off, they are gone until healed up to Injured Condition (the character basically unable to walk, much less dodge).

Bullet Time

Neo: What are you trying to tell me – that I can dodge bullets?

Morpheus: No, Neo, I'm trying to tell you that when you're ready, you won't have to.

-- *The Matrix*. Morpheus explains that no Dodge maneuver is actually necessary for the negative damage Mod to apply.

When the chips are down the world down-shifts into slow motion for the *Fast Company* elite. To normal people they are a blur of motion—crossing a room in instants, a flurry of blocks against multiple attackers, or a suddenly disappearing silhouette in a doorway.

NOTE: This Reaction Speed bonus can also be reduced by wearing armor (again, not because it slows them down but because their sense of timing is reduced by the presence of the protective shell).

The Bullet Round

At Levels 3 and 4, *Fast Company* get a "Bullet Round" in normal combat. This is an extra round of action that takes place only among those with the Bullet Round advantage (others can block if they make an REA roll). This essentially doubles their REA. The Bullet Time combatants will take their full turn in the Bullet Round and then, again, their turn in the normal round.

The bullet round is treated like a normal round in all ways: a character who throws a cross in the Bullet Round can throw another in his "normal" turn. Gun's ROF's are essentially doubled in the character's hand and the character (if he or she makes two Full Move actions) can run at double speed. Normally Bullet Rounds *only* apply in real combat—that is, the character can't run at double speed on a race-track.

Ex1: Terry McCool, a *Fast Company* ex-government assassin, is Level 3 *Fast Company*. He is in a fight with three thugs and their leader: Mongol, also Level 3 *Fast Company*.

Everyone rolls Initiative and McCool beats Mongol by 2pts. In the Bullet Round, McCool will go first, followed by Mongol (note that firearms ROF resets between the Bullet Round and the normal round allowing for "more gunfire" than the weapon should be capable of ... this applies to single shots only, not to full auto bursts).

After McCool goes, the Mongol will go. That terminates the Bullet-Round.

Then the normal round happens: Initiative is re-rolled. Again, Terry wins: he takes a normal turn, followed by (probably) Mongol and then the thugs. It is possible that if Terry rolls really badly and a Thug rolls really well, the thug could go first in the normal round. But the thug doesn't even get a roll in the Bullet Round.

Level	Effect
Level 1	+5 to Initiative (only)
Level 2	+5 Initiative, +3 REA
Level 3	+5 Initiative, Bullet Round
Level 4	+5 Initiative, +3 REA, Bullet Round

Toughness

We're just as mortal as anyone else—but we don't exactly look at wounds the same way. We feel pain but keep it in perspective. We bleed when we have the time and a just a few seconds of cardiac arrest never hurt anyone too badly.

Fast Company are Tough. A normal medical examination won't find anything abnormal (there is, in fact, nothing to find) but in combat they have amazing staying power.

Level	Effect	Toxins
Level 1	+20 DP	+1 CON Roll
Level 2	+25 DP	+2 CON Roll
Level 3	+30 DP	+3 CON Roll
Level 4	+35 DP	+4 CON Roll

Combat Techniques

Lieutenant: "I think we can handle one little girl. I sent two units, they're bringing her down now."

Agent Smith: "No lieutenant, your men are already dead."

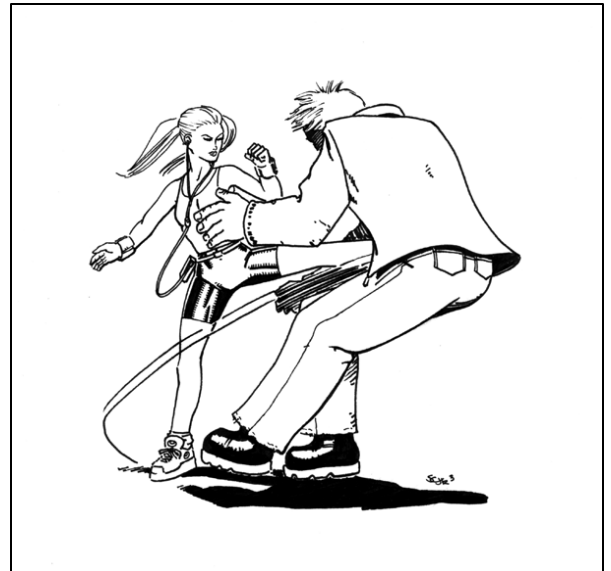
--Opening of *The Matrix*.

I can punch through a door without breaking my hand. When I was locked in a trunk I kicked hard enough to snap the lock: it's all about intent, focus, and explosive striking. It's all about technique. It's all about the things I understand that I can't begin to explain ... ask some of the punks I've totaled.

Fast Company don't need weapons to be deadly with their hands. They don't even need marital arts (although most do train them). Fast Company add their points in Combat Techniques to their Base Damage score (the damage they do in HTH combat), their Offensive and Defensive Grapples, leaping and jumping, and in some cases, elements of their physical strength as well (although not all).

They do not add this damage to damage done with any hand to hand weapon. For many FC the choice to use a weapon or not is purely based on style and conception—not need.

Ex1: Nite-Life is hit with several shots from an UZI for 11pts of damage—enough to drop a normal man—but she has 35 DP, not even a minor wound. The *description* of the UZI damage is not a full on shot that she simply absorbs but rather several streaks of blood across her side as she rolls out of the way.



Level	Effect
Level 1	Combat Technique +5
Level 2	Combat Technique +6
Level 3	Combat Technique +7
Level 4	Combat Technique +8

Ex1: Nite-Life is a Level 3 Fast Company with +7 Combat Techniques. She is trained in the martial arts and has to decide between fighting Mongol (also L3 Fast Company) with a sword or her bare hands.

Her basic damage for STR and BLD is 2 (12 STR, 9 BLD). With a sword (+6 PEN damage) she will do 8pts PEN Damage. With her hands and Level 3 Karate, she will do 5pts Impact damage. At first glance the sword is far superior (16pts of damage if she gets a good hit that penetrates).

However, Mongol has a -8 Damage mod against the sword and only a -4 against her fists and feet. Further more, her Lvl3 Fast Company Combat Techniques gives her a +7 Damage Bonus unarmed. The sword is likely to do half damage on a normal hit (4pts) while her hands and feet will do probably -1 to -3 damage (9 or 10 points). Against a Fast Company opponent she prefers to use her bare hands!

Against thugs, though, with no protective modifiers, if she's a bloodthirsty sort (she's not—but say she was) the sword is scarier (she'll hit for full damage and likely penetrate for a full often terminal 16pts).

Archetype Packages

Along with the natural abilities for your level of *Fast* you get a certain number of “Packages.” These are listed below (the GM can create more—we’ll publish some guidelines for doing so. These are “extras” your character can have: extra stats, extra points for skills, etc. In game mechanics terms, *Fast* characters are built on a low-ish amount of points for their capabilities (usually about 75). If you want to have a Level 4 Kung Fu master, you need to take the appropriate package to have that skill at that level.

The Archetypes for *Fast Company* are not supposed to be “all encompassing” or completely defining in character: your style, conception, and specifics are supposed to do that—but choosing an archetype from the list below will give you a few special abilities to work with. How many Archetype Packages you get to spend are based on your level.

Note: If a package gives you, say, 8pts for Weapon skill, you are still allowed and maybe encouraged to spend your own points as well (the points given are just a starting point).

Level	Packages
Level 1	1 Package
Level 2	2 Packages
Level 3	3 Packages
Level 4	4 Packages

Basic Character Creation

Wang Chi: Ready, Jack?

Jack Burton: I was born ready!

--*Big Trouble in Little China*. Wang and Jack get ready to rumble.

Here are the rules that for building a character—they’re subject to modification, but we feel these will address some potential problems.

75 Basic Character Points

0 “Weird Stuff” (or Archetype Points)—these may be granted by Package.

Other Notes

- All pts spent on wealth are *doubled*: FC characters tend to be wealthy (treat wealth from skills the same way).
- You *can’t* buy Iron Jaw or Modern Strength Training even if you get Weird Stuff points with your package. If it *comes* with your package (Bronzed) that’s okay. Otherwise it’s off limits.

Packages

Each listing costs 1 package point. Yes, it’s a bit arbitrary—we’re working across multiple genres and with some basic assumptions (more on that later). If you really disagree with something, drop us a line and let us know. While these have been constructed with an eye towards “balance,” many more are possible.

Weird Stuff Points / Archetype Points

What about “Weird Stuff Points” (also, more correctly, called Archetype Points)? The answer is that you’ll usually start with a 75pt character with 0 Weird Stuff points to buy things from the basic book (Modern Strength Training is *not* available). The Archetype Packages and your Fast level don’t use those points—they use a separate system: this one.



Agent Training

For all modern ranged weapons you only buy one combat skills (this combines Firearms and Heavy Weapons—and will apply to crossbows as well). You get 6pts in “spy skills” (Forgery, Stealth, even Computer skill—but not combat skills), and 1 gadget point.

Archer

You are trained with the Long Bow—you have 18pts towards that weapon skill.

- **LEVEL 2 (Cost of 2 Packages)** 36pts in bow skill.

Bronzed

Your skin is a deep, golden tan (probably rippling with muscle too—but you could be the first fat bronzed character—it’s your choice). You get 8pts in Iron Jaw and 4 pts in appearance. **This is the only package that can purchase Iron Jaw.**

- **LEVEL 2 (Cost of 2 Packages)** 16pts of Iron Jaw, 8pts of Appearance.

Criminal Mastermind

Maybe you’re an ex-criminal ... or maybe you’re working for the “other side.” You get 14pts for Crime Skills (Street Skills, safe-cracking, security system, etc.). This cannot apply to combat skills of any sort. You also get +1 Perception.

- **LEVEL 2 (Cost of 2 Packages)** +2 Perception, 28 points for Crime Skills.

Detective

Everything is interconnected and you can see the threads that link things together. You get +2 to Perception rolls and 10 points in detective type skills (this can include Streetwise, Police Procedure, Tracking, etc.)

- **LEVEL 2 (Cost of 2 Packages)** +4 Perception, 20pts in Detective skills.

Gadget User

You’re not the brains behind the gear—but someone is outfitting you with cool stuff. You get 3 gadget points.

- **LEVEL 2 (Cost of 2 Packages)** +6 Gadget points.

Gadgetry

You’re an inventor and you’ve got lots of cool toys. See the gadget rules below for how to outfit your character. You have [Wired Science] and 10 points in science skills.

- **LEVEL 2 (Cost of 2 Packages)** 28pts in Science Skills.

Knife Fighter

Because Combat Technique damage bonuses don’t work with weapons damage, it doesn’t make sense for FC characters to use a knife (etc.) The package a weapon doing up to +3 damage can be used with CT (if it’s a penetrating weapon then *Fast* characters get a -8 Damage Modifier). You also get 4pts in a combat skill with the weapon.

- **LEVEL 2 (Cost of 2 Packages)** You get 16pts in Weapon skill with the ability.

Large and Dangerous

You’re big—it’s even possible you’ve put on inches since your revelation—but that’s pretty weird even for Fast Company. You get +10 to BLD and DP. You suffer -3 REA.

Your Combat Techniques apply to feats of STR as well as damage.

- **LEVEL 2 (Cost of 2 Packages)** +15 BLD and DP. Also -3 rea.

Mad Science

You have access to the insights of the universe and you are crazy. You have [Mad Science], 30pts of Science Skills, and a -10pt defect for a major kind of insanity. **This costs 2 Packages and must have GM approval (i.e. not normally available to players).**

Manic

You get +1 to Combat Techniques (HTH damage), +1 REA, and +2 damage points. Your Combat Technique’s bonus applies to “feats of STR” as well (lift). This only applies when you are acting in an angry or maybe unstable fashion.

- **LEVEL 2 (Cost of 2 Packages)** +2 STR, +2 REA.

Martial Artist

You may have been training all your life—or maybe your revelation revealed the secrets of combat kinematics to you. You get 12pts in martial arts skill (these may also be used to buy maneuvers from the Chi Martial Arts book).

- **LEVEL 2 (Cost of 2 Packages)** 24pts in Martial Arts and/or Maneuvers.

Mighty

You get +2 STR and +1 WIL.

- **LEVEL 2 (Cost of 2 Packages)** +4 STR, +2 WIL.

Ninja Training

You can use all basic marital arts weapons with one weapon skill. You get +1 Perception, 8pts in Stealth and/or Surveillance, and Quiet Level 1.

Quick

You get +2 REA and Fast Runner (4pts).

- **LEVEL 2 (Cost of 2 Packages)** +4 REA, 8pts of Fast Runner.

Test Pilot

You can fly, steer, and drive *any* machine! At the GM’s option this can apply to riding animals as well (if appropriate to your character). A Pilot skill (Difficult/COR) applies to all vehicles. You get 12pts in it.

- **LEVEL 2 (Cost of 2 Packages)** 24pts in roll or level.

Warlord

You understand that all weapons are simply shadows of the same idea: you have Warlord and 6 points in weapon skill.

Weapon Master

You have trained to become a master with a given weapon (this can apply to firearms or hand to hand weapons). You get: 1 Gadget point for a special weapon, and 8pts in weapon skill or level.

- **LEVEL 2 (Cost of 2 Packages)** 20pts in weapon skill or level.

Weird

You’re odd in some way: 12 Weird-Stuff pts. Suggest this be used to buy Storm Friend, Animal Friend, etc.

Gear

Guns, swords, armored suits, night-vision goggles, and razor-sharp surgical steel tomahawks are just some of the gear that Fast Company might use when going about their, ahem, duties. Here's how it works:

Normal Gear: Normal gear is defined as anything you could buy in a store or catalog. It's all "free" in terms of character points. That means weapons, sensory gear, and even a bit of armor are all free for the taking.

o Note: Although guns are free, the largest gun that can be carried by PC's is the .30-.06 Rifle which hits for 31pts of damage. While a player might want a bigger gun, because even Fast Company characters don't understand the mathematical defenses their characters have in game terms (and because elephant guns would increase the lethality to undesired levels) they are prohibited.

o Note: Some armor is free (again, in terms of points). Wearing armor reduces your Fast Company defenses—so there's a trade off. Heavy armor must be "purchased" with Gadget Points.

Modified Gear: If you have L3 Mechanics and want to buy an "off the shelf" Astin Martin [Model] and fix it up with front mounted water-cooled machine guns and a rotating license plate you can do that—for free. The GM should allow you to modify gear to an extent. So long as it's combinations of mundane gear, this is usually fine. If you want to make something like the car from Night Rider, though, you're getting into Gadget Points.

Gadgets: Wrist watches that blow up like hand grenades, pens that turn into balanced, poisoned throwing daggers after being scanned and passed over by security, and contact lenses that let you see perfectly in the dark are some examples of Gadgets you're expected to pay points for.

It's our expectation that some of this gear will be "signature" equipment—stuff that *no one* but your character has—but it might also be gear from a secret government lab (and it might change every adventure). Either way—however you do it—the amount and utility of the gear is determined by its cost in Gadget Points.

You get gadget points by your packages and +1 GP for each 6 full points in Hard Science skills.



Levels of Strangeness

MacCready "If you can't handle it, get me somebody that can. Get me Bruce Lee."
-- *Blind Fury*

A given FC campaign will be defined by its Level of Strangeness (weirdness). This is essentially a thumb-nail measure of what amount of bogus stuff the GM is willing to let in. Below is a chart.

Note: It is possible for the PC's to be lower weirdness than the world in general in some way—an example is Frank Miller's *Dark Knight* universe: the world is a gritty one without super-powers being involved in the plot-line until the end. If the characters are intended to be citizens of a "more real" section of the world, having some serious weirdness in the background (Superman in the case of *Dark Knight*) may not indicate that "anything goes" with respect to gadgets.

Also Note: There is a "tax" some characters will pay for being overly weird in an otherwise normal world. This is *at the GM's discretion*—if someone wants something that's messing with the feel of the game it can be disallowed by GM fiat, taxed for being overly weird, or simply allowed with no tax because "even though the world isn't strange, the character is." The reason the rules for the weirdness tax are listed here is to settle disputes should they arise.



Level	Description	World	Gadgets
-1	Mundane	As seen on the evening news ... the real evening news. Go watch it.	No unusual gadgets at all. Find it in the (real) catalog.
0	Ultra Modern	Maybe the world is a few years in the future—or everyone who matters just has the best of the best (super-spy's gear will tend toward this)	Outer edge of modern technology.
1	Eccentric	Default Level. Martial Arts mysticism actually working is eccentric (although not Chi "power bolts"), overly convenient super-spy gadgets are eccentric (James Bond's Jet Pack vs. the real 20-second flight time Bell Jet Belt it was modeled on). In the world of the eccentric arch-villains really exists—but their schemes are <i>plausible</i> (Swordfish, Thunderball, etc.). Doc Savage is probably Eccentric.	No one is looking too closely at things like power-supplies, fuel usage, etc. The effects are expected to be plausible but maybe not the whole package (a "utility belt" where the stuff would never all fit).
2	Strange	Superficially the world appears normal—but the veil is wafer thin: The Shadow or the movie version of Daredevil (one-trick—but it's a <i>strange</i> trick). The difference between Strange and Bizarre is the <i>scale</i> of the weirdness. Usually if something strange is going on a large scale only one brand of weirdness is evidenced.	Strange Devices might have some "physics" explanation but it doesn't hold up well (James Bond's latest invisible car, a magic sword, "electro-blaster" pistols, are all Strange).
3	Bizarre	There are several really strange things with the world. Mutants in the sewers aren't out of the question, nor are sorcerers from Tibet ... weird powers are possible but PC's don't start with them. A character may be a Cyborg or minor Psionic (probably not in a way that would be easily provable on TV).	Magic charms, super-soldier serums, artificially intelligent sidekicks, and other such inexplicable devices are Bizarre.
4	Weird	Obviously Impossible: things happen that defy the modern world and happen more or less in broad daylight (John Q. Public might not believe in Big Foot or the Lochness Monster—but scientists who study these things are willfully blind to them). Characters may exhibit psionics, cybernetics, or even magic. Super powers may be possible too. The movie version of the X-Men would be weird. Spy Kids is probably Weird as well but might get away with Bizarre (for the spies themselves).	Physics takes a serious back seat: anti-gravity belts, time-traveling Deloreans, and other such devices are Bizarre.

Spending Gadget Points

There is no "complete gadget creation system" for JAGS *Fast Company*. Firstly the focus isn't supposed to be primarily on the devices, secondly, when generating characters there's almost always going to be some GM-call style decision making about what amounts of weirdness are allowed in the game world. Here are the rules:

The First Way to Approach a Device/Gadget

When a character wants a device, the first thing to do is to determine if something like it exists in the real world. If so, then that's probably a good basis for building an "enhanced version" of it (by spending gadget points). For body armor there is a table (below) with Gadget Point (GP) costs. For every other "enhanced" gadget, here are some rules of thumb:



Device Stats

Stat	0 GP	1 GP	2 GP	3 GP	4 GP
Statistic (ex. STR)	--	+1	+2	+3?	--
Non-Combat Skill	--	6pts	12pts	18pts	24pts
Combat Skill	--	4pts	8pts	12pts	16pts
Additive Damage?	--	+2HTH, +1RNG	+4 HTH,+2RNG	+6HTH,+3RNG	+8HTH, +4RNG
Weapon Range	+50%	+100%	+500%	--	--
Vehicle Acceleration?	+1 Speed Class	+2 Speed Class	+3 Speed Class	--	--
Vehicle Armor	6pts	12 / 24	24 / 48	48 / 96	100 / 200
Vehicle Handling?	+1	+2	+4	+6	--
Recoil	--	Reduce by 1	Reduce by 2	Reduce by 3	--
Clip Size	+50%	+100%	+500%	--	--
Damage Pts	+50%	+100%	+200%	+400%	+800%
Fuel Efficiency	1.5x range	4x range	10x range	20x range	--
Size ?	-1 Size Class	-2 Size Class	-3 Size Class	-4 Size Class	-5 Size Class

? The JAGS Vehicle (yet to come) rules will explain this. For the time being assume that +1 Level means +25% to Top Speed (for things like skateboards or very slow objects, double speed with each GP).

? You will not get +3 to any one stat—or even to *complimentary* stats (STR and AGI). Examples might be +2 AGI, +1 BLD ... +2 CON, +1 COR, or maybe +2 STR, +1 WIL.

? Miniaturizing things will change their stats. Damage points will drop, seating will go away, etc. Electronics miniaturize *very well*. Other things may not.

? Adds damage to a weapon that already *does* damage and does not add to Combat Techniques.

Size Classes

Size Class	Description	Notes
-1	Micro Device	Fingernail sized microphone
0	Tiny	Hidden camera, ring
1	Very Small	Hand held device
2	Small	Soccer-ball to beach ball sized
3	Medium-Small	About half man-sized
4	Medium	Man sized
5	Med-Big	Big person or piece of furniture (Motor cycle)
6	Big	Huge Motor Cycle
7	Large	Sub-compact
8	Huge	Standard Car Sized
9	Gigantic	Large Car
10	Mammoth	Van
11	Elephantine	Truck

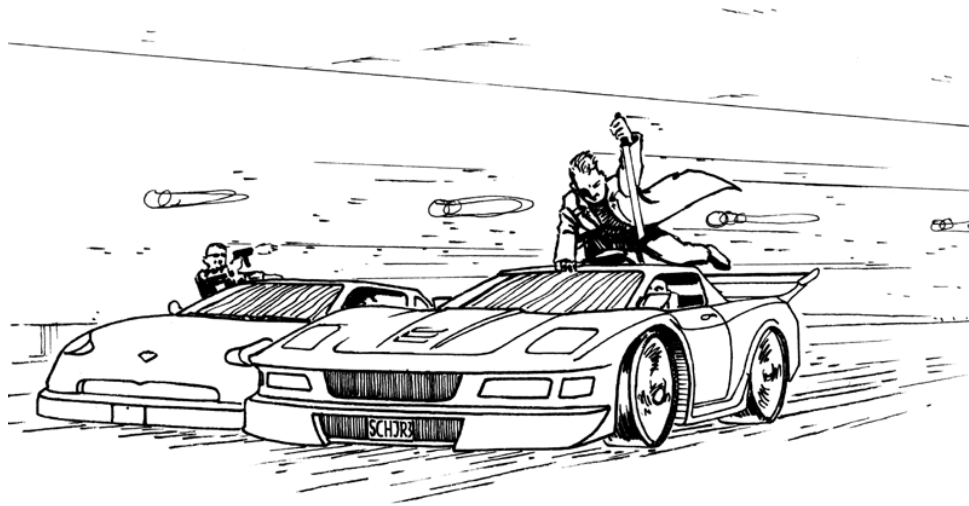
Generic Enhancements

Enhancement	Cost	Notes
Collapsible	1 GP	The device collapses by 2 size classes but takes time to deploy.
Extremely Collapsible	2 GP	The device collapses by 3 size classes but takes more time to deploy.
Concealed/Disguised	1 GP	The device has a "disguise mode" that it must be taken out of to deploy.
Improved Controls	0 GP	The device works very naturally.

Option 2: If no "real world device" is suitable

If you can't find the device you want to enhance, the GM will make a judgment call about how "good" the device is. Here two factors are taken into account: the value of the device and its *weirdness* compared to the game world. You pay for the device as listed and pay *an additional gadget point* for each level the device's weirdness is above that of the worlds'.

Utility	Cost	Definition(s)	Examples
Amazing	4 GP	Too good to be true, a device that is almost always in use/useful.	Hover-Flight, immunity to bullets (4pts Strange), walk thru walls (4pts Strange), invisibility, "X-Ray" Glasses (3pts Strange). Quiver of fairly absurd arrows.
Excellent	3 GP	Really, really good. Something extremely useful when it applies which is "often" (or, more probably, "in combat.")	Reliable long range jet-pack, Magnetic "Give me your guns" 'tractor-gloves' (Strange L2), Medi-kit that works instantly and heals 10pts damage. Quiver of high-tech arrows.
Good	2 GP	Great! A real problem solver. Specialized gear, something that is very useful when it applies—which is "sometimes."	Tom Cruise's Disguises in <i>Mission Impossible</i> , See-in-the-dark contact lenses, Really reliable "wall-walker" sucker-pads. Car that changes make and model on demand (somewhat).
Typical	1 GP	Decent. An improvement over what you can normally get or something useful but <i>not always convenient</i> (like a sensor on a car—you can't take it inside)	Nigh-sight sunglasses, Powered grappling hook with fast reel-in, car that changes colors on demand.
Standard	0 GP	A real device.	Night Vision Goggles. Van with magnetic signs to "disguise" it.



Weird Weapons

What about a guy who wants a laser pistol ... or a freeze ray? First the GM has to allow unusual weapons and then s/he has to assign a *weirdness cost* (if any). Finally, build the weapon: take a chassis (small pistol for hold-out concealment, shoulder-fired cannon for raw power, etc.) and then determine what kind of damage it deals out on the Damage Chart. If it just does PEN damage (a bullet) the cost is 0 GP.

Carrier Cost: If you have an attack that hits as two separate damages (but using the same to-hit score and damage mod) that's an advantage (two CON rolls if the target needs to make them) and a disadvantage (armor applies twice against each). The cost for the Chassis listed under Carrier Cost is paid if it hits *with* another attack.

Weird Weapon Chassis

Type	Carrier Cost	Base Dmg	Range	ROF	Clip	Recoil	Ready
Small Pistol	0	6	-1/5	2	12	-0	None
Med Pistol	0	9	-1/7 y	2	10	-1	None
Large Pistol	1	12	-1/9 y	2	8	-2	None
Sub-Machine Gun	1	15	-1/15y	8	24	-1	5 MED
Rifle	2	21	-1/50y	2	12	-0	8 LONG
Shoulder-Mounted Cannon	3	30	-1/50y	1	5	--	8 LONG
Hand To Hand Weapon	1	As Per List	--	--	--	--	--

Damage Type

Type	Cost	Notes
Blaster	0	Damage is IMP (-4 DM vs. FC), Weirdness 2
Laser	2	2x Range, 5x shots. Recoil is 0.
Tangle Gun	2	Grab on hit by 0-3, Grapple (HOLD). Grapple is equal to ½ Damage, ROF is 1 per turn, Clip is 1/3 original size (save for cannon which is 5), DP is 2x original damage (15- STC), armor is 1/3 original damage.
Freeze Ray	1	Weirdness is 4, Range is +5y, ROF is 1, Damage is ½ original damage IMP (-4 DM vs. FC), on a hit by 4+, treat as grapple (HOLD). Grapple is ½ Damage, DP is 1x original Damage (15- STC), Armor is ¼ original damage
Electricity	2	Range is ½ normal. Recoil is reduced by 1. CON roll is at -1 or -1 per [Minor Wound] taken. Damage is IMP (-4 DM vs. FC). Metal armor is halved as a defense.
Fire	1	Base Damage is increased by 30% IMP (-4 DM vs. FC), range is halved. ROF is 1, shots is halved. Extra second to ready (must be "fired up"). Sets things on fire if scores a Minor Wound or better.
Sonic	0	Damage is IMP (-4 DM vs. FC), halves armor, does double damage to inanimate objects. ROF is 1. Weirdness is 1.
Explosive	1	Damage is IMP (-4 DM vs. FC). Although damage is not doubled, damage within the first 2 yard RAD is 1x (a 30pt weapon does 30 at point of impact and 30pts 2 yards away). Damage Mod is +4 for SIZ 2 characters, +1 per point of SIZ above that. ROF is 1, shots is halved. RAD is 2 yards.
Extra-Dmg	1	+3 to Base Damage
Laser site	0	+1 to hit with any <i>aim</i> action.
Expanded Clip	0	+50% clip size (unless reduced by damage type in which case this costs +1 GP)
Power Pack	0	For energy weapons: back pack sized, +100% shots.
Charge Up	0	Weapon takes 1 second to charge between uses (it is <i>not</i> considered charged when readied and if charged must be discharged or fired on the second turn—can't be held charged), +50% to base damage.
Toxin	varies	1 GP for 12pt Damage 14- Toxin, 2 GP for 20pt Damage 14- Toxin, 4 GP for 32pt Damage 14- Toxin. Remember that FC gets pluses to CON rolls vs. Toxins.

Example Gadgets

Electrified Katana	Weirdness: 0	Cost 3
Description: An ancient Japanese katana with a modernized hilt and pommel that holds a powerful capacitor and insulates the holder's hands. With a blow the katana can release a powerful shock—and as such it can be used to make the cut even more deadly or to fell a man with a simple touch of the flat of the blade.		
Definition: A normal broadsword which has the option to deal an 8pt Electrical (-1 to CON, with an additional -1 for each [Minor Wound] pts of damage inflicted) shock. The capacitor holds enough for 8 charges between re-charge (takes a few minutes with a wall socket). The charge is expended when the blow hits. There is no special rule for blocking—however if someone tried to grab the blade or block with a metal shield there might be a GM ruling ...		
This was built paying 0 for the Katana (anyone can have one), 1pt for the Carrier Attack (which should do 6 + [Base Damage] but we're saying "8" to simplify it—and make it make sense (a stronger character doesn't amplify the electrical charge). Finally 2pts are paid to convert the carrier attack damage to Electrical. The 8 charges are given to keep it Weirdness 0—if the game is Weirdness 1, we (as the GM) would rule that the player can ignore charges.		

Primitive Jet Pack	Weirdness: 1	Cost 2
Description: A lightweight, wearable chemical rocket (the size of a school backpack) with controls for a "soft" landing. It has fuel for 3 flights of 1 minute or less. It requires some skill to operate well—it can't hover.		
Definition: Flight with a Thrust of [60 / Mass] yards per second, max speed of 60 yards/s. It requires a Pilot skill roll to land (a miss by -5 will crash, otherwise the character just overshoots or otherwise misses the target).		

Spider Gear	Weirdness: 3	Cost 3
Description: Character has several small remote controlled robots:		
- Spider Bug: a quarter-sized spider robot that has a microphone. It is remote controlled and can climb walls to a certain extent. It is guided by a control set. - Spider Bomb: An apple sized spider that is guided by remote control, has a listening device and blows up like a hand grenade. - Spider Tracer: dime sized spider that can be tracked over a long radius. - Possibly other configurations back at the "spider lab."		
Definition: The sensory spiders are strange but cheap. The bomb is deemed "hard to use in combat" (i.e. it must be armed, must be set down, must be (slowly) walked away from the character, etc. He could throw		

it, but it would still be an action to get the control deck out and detonate it. The bomb will do about 18pts of damage—but the GM might allow shrapnel effects as well.

Invisibility Dart	Weirdness: 4	Cost 1
Description: the dart (fired from a blowgun) is treated with both a super-fast acting anesthetic and a special hallucinogenic drug that makes the taker temporarily "unable" to see people he doesn't already know are there. This lasts about 3 minutes. If a newcomer makes noise, attacks the person, or otherwise does something to make their presence known (takes something the target is watching, etc.) the effect is instantly negated. The drug comes from a special plant that grows in a disappearing rain-forest. Some of those plants grow in the character's private greenhouse—but its lore and existence is considered mythical.		
Definition: There's a temptation to do this as a Resisted attack against CON or WIL—and a GM might—but for simplicity it is assumed to work 100% of the time (perhaps a character <i>aware</i> of the effect or of the dart would get WIL rolls to see through it). The GM will give a Perception roll at -3 to see the dart if it is deemed the target might look for it.		

Military Prototype Sound-Cannon	Weirdness: 1	Cost 1
Description: A shoulder-mounted cannon that fires "explosive" bolts of sound. It requires a 1 second recharge at ½ power and a 2-second recharge at full power. It has a back-pack battery holder.		
Definition: Shoulder-Mounted Cannon, with the Sonic Modifier and the Explosive Modifier. Cost is 0 for the Cannon Chassis, 0 for the Sonic Modifier (but Weirdness becomes 1), and 1 for the Explosive effect. The recharge gives +50% to Base damage so the damage for the Sonic Cannon is 45pts.		

Special Weapon: Boomerang	Weirdness: 2	Cost 1
Description: A special weapon Boomerang that flies, strikes, and returns to the user almost flawlessly. It is made (and trained for) by a special, almost-vanished, Australian tribe.		
Definition: The GM determines that it uses Thrown Weapon skill and requires Level 3 to get the effect (the character has it). After some consideration, the GM and player determine that throwing the Boomerang is a 5 REA medium action—and that catching it is a 0 REA Short action that costs 3 REA if the character blows a roll. The boomerang does 4pts of damage + STR and has a range mod of -1/7 yards.		

Special Weapon: Hyde Serum	Weirdness: 3	Cost 2
Description: A chemical cocktail that makes you larger and stronger for 4 hrs. It also makes you less		

stable: make WIL rolls whenever confronted with a vice or indulgence (including violence) or indulge in it. If you take it for more than 2 days in a row, WIL rolls are at a cumulative -1 for each day you keep taking it. It is psychologically addictive: make WIL rolls at -2 *not* to take it during a week. If a roll to resist is blown by 5, you go on a binge for 3 days. After it wears off the character will fall into a deep sleep for 2 hrs and may not remember everything he did (it might have numerous other random effects).

Definition: Gives +10 BLD. Combat Technique bonus is added to STR for purposes of lift (as well as damage and Grapple). We think this is 3pts worth of “stats” and extra damage (+2 in HTH combat due to larger size) but the defects reduce the points by 1.

Fire Powder	Weirdness: 1	Cost 1
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Description: the character has concealed pyrotechnic chemicals on his body. This can be used to “breath fire,” make flames shoot from his hands, or otherwise start very hot, highly controlled blazes. The weirdness at work here is that while really hot, the fire doesn’t burn the user (this presumably is due to “proper handling” of the chemicals).

Definition: With a 3 REA set-up action or a Sleight of Hand roll (0 REA if made), the character can produce an 8pt Fire Attack (5 REA, maximum range 2 yards). This hits with COR. The character carries enough for 12 such attacks. If the character is set on fire there is a 12- chance each second all remaining charges will explode.

Freeze Ray	Weirdness: 3	Cost 2
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Description: the character fires a gun that creates blocks of ice around the target (and does some damage). The trapping effect is more important than the damage. This weapon is blatantly impossible (even in the rain, a beam that somehow crystallized ice shackles around a target would not have enough water to work with—and could not control the reaction). Additionally, the effects of freeze-burn and long-term hypothermia are overlooked.

Definition: The beam does 6pts IMP damage (Firearms skill, ROF 1, -1/15y). On a hit by 4+ the character will be subjected to a 12 Grapple Hold attempt. If a Standard Success is made the character will be immobilized in a 24 DP, 1pt of armor ice-shell.

Toxin Injector Claws	Weirdness: 0	Cost 2
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Description: You have blades built into your gloves and bracers that are filled with a toxic agent. When they pierce skin you can inject the chemical!

Definition: When the character strikes, his damage is treated as PEN damage +1 (for the blades). The toxin is a base 12pt of damage poison with a Power of 14-.

1 pt is paid for Carrier Attack HTH, and 1 pt is paid for the toxin effect. Making the character's damage in HTH combat Penetrating is 0pts (it's better against normal guys but FC get -8 DM).

Suction Climbers	Cup	Weirdness: 1	Cost 2
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Description: Concealable suckers allow you to scale buildings or other sheer surfaces.

Definition: The suction cups move you at 1y/s and you get no AGI bonus while using them. A Climbing roll may be required for especially long or hard climbs (if failed you get stuck—if you fail another one by 4+, you fall, if you fail the second by 0-3, you’ve hit a wall they won’t work on and have to go back down).

Magic Tricks	Weirdness: 0	Cost 1
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Description: the character can be assumed to have the components of any common magic trick concealed on his person. The purpose of spending a gadget point is that the player doesn’t have to specify what tricks are set up—and is granted leeway when declaring he has some unusual but logical piece of gear (a handcuff key).

Definition: As noted above, concealed lock-picks, decks of playing cards (marked and unmarked), glittery shims to distract viewers, and even a live animal could all be produced by a well stocked magician. The GM will doubtlessly draw the line at, say, a 24-foot python or some other really specialized piece of gear, but the idea is to assume the character has put in the thought concerning stocking himself prior to needing the special gear.

Armor

It's a dangerous world and even though you're fast sometimes it pays to wear armor. The drawback is that the more you protect yourself the less your innate ability will kick in: wearing armor reduces your negative damage mods. It reduces your improved REA and Initiative. It even reduces your Combat Techniques (extra damage) if you are wearing a full suit.

Some armor is free, some armor you must pay a gadget point or more for. Here is the list:

Name	Gadget Pt. Cost	Coverage	Mod	defense
Lt armored vest	0	3	-1	2/14
Armored vest	0	3	-2	4/16
Heavy armored vest	0	4	-3	6/18
Bulky Jump Suit	0	Full/8?	-2	2/14
Light Armored jumpsuit	1	Full/8?	-1	2/14
Armored jumpsuit	1	Full/8?	-2	4/14
Skimpy light ceramic plate	0	1	-1	6/24
Partial light ceramic plate	0	3	-3	6/24
Light Ceramic plate mail	0	Full/8?	-4	6/24
Skimpy ceramic plate	1	1	-1	12/24
Partial ceramic plate	1	3	-4	12/24
Ceramic plate mail	2	Full/8?	-4	12/24
Skimpy heavy ceramic plate	2	1	-1	18/40
Partial heavy ceramic plate	2	3	-6	18/40
Heavy ceramic plate	4	Full/8?	-6	18/40
Bulky Armored jumpsuit	0	Full/8?	-3	4/14
Light Armored trench coat	0	4	-2	4/16
Armored trench coat	1	4	-3	6/16
Heavy Armored trench coat	1	4	-4	8/16
Heavy Leather Jacket	0	3	-1	2/4
Leather Armor	0	Full/8?	-1	2/4
Light open helmet ?	0	1	-0	4/16
Open helmet ?	0	1	-0	6/16
Heavy Open helmet ?	1	1	-0	8/16
Light helmet ?	0	2	-1	4/16
Helmet ?	0	2	-1	6/16
Heavy helmet ?	0	2	-1	8/16
Open Ceramic helmet ?	1	1	-0	12/24
Ceramic helmet ?	1	2	-1	12/24

Ancient Armor

Leather Tunic	0	4	-1	2/4
Leather Armor	0	Full/8?	-2	2/4
Studded Leather Tunic	0	4	-2	3/6
Studded Leather Armor	0	Full/8?	-3	3/6
Chain Mail Tunic	0	4	-3	4/8
Full Chain	0	Full/8?	-4	4/8
Scale Tunic	0	4	-4	5/10
Scale Mail	0	Full/8?	-5	5/10
Steel Breast Plate	0	4	-5	6/12
Plate Mail	0	Full/8?	-6	6/12
Plate Helm	0	2	-1	6/12

Legend

? If not wearing a helmet, Coverage 8.

? Disregard helmets if other armor is worn.

Mod reduces:

- Negative Damage Mod
- REA
- Initiative
- Combat Techniques *if* a full suit is worn.

Ex1: Gun Bunny, a Level 2 Fast Co character wears a skimpy Ceramic Plate Bikini. Her REA is +3, her Initiative is +5, her Negative Damage Mods from HTH attacks are -4, and her Combat Techniques are +6. The bikini is -1 MOD so these become: +2 REA, +4 Initiative, -3 Damage Mods vs. HTH, and *no* modifier to her Combat Techniques since it isn't a full suit.

Dynamic Combat

"Sometimes standing up for your friends means killing a whole lot of people.

-- *Sin City: The Big Fat Kill*, Frank Miller

Fast Company makes the characters—but some of the action is still missing. These rules can be applied to *Fast* campaigns or anywhere else the GM wants to increase the action level. These rules make characters more mobile, allow for things like swinging from chandeliers and then doing a flip into the center of the men you are facing—that sort of thing.

Dynamic Combat puts more movement into combat situations with highly mobile characters ("half moves," "innate movement due to dodging," and flashier stunts like sliding down a banister or along a floor). The intent of these rules is to make combat showier—to reward characters that move around a lot or add spice to combat—and to make the look and feel of combat more like a choreographed movie.

These rules are broken into three sections: Natural Movement, Special Moves, and Action Stunts. Natural Movement consists of optional rules for circling, advancing, and retreating as it happens with normal blows. Special Moves are rules for doing things like sliding along a bar while shooting, swinging from the light fixtures, and otherwise getting around with style. Action Stunts are Special Moves that are even flashier: jump-kicking through the windshield of a car that's trying to ram you, for example.

Failure as Complication: Highly Competent Characters

"Heh. Only a dozen. They really don't know whom they're up against."

-- *Grendel, surrounded by a dozen armed police men*. Batman vs. Grendel (Matt Wagner)

This is as good a place as any to talk about handling of highly competent characters in general. In high-adventure style genres heroes very rarely fail in complete humiliating fashion (that is, they rarely attempt feats they can't make—or if they do attempt "the impossible" and they fail to some degree they rarely "fall off the ledge and die.") because JAGS has a made-it/missed-it dice mechanic, it's tempting to interpret a failed AGI roll to cross a narrow beam as a fall-to-death (of course under standard JAGS it would have to be a complete failure by -5 or more—but still ...).

One tool the game's participants can use is Failure adds a Complication: if you are trying to hack NORAD and blow your Level 4 Electronic Underground roll. It's possible they shut you out—it is NORAD, after all—but if you blew it by less than five (the number for a complete failure in JAGS) then it's legitimate for the GM and players to add some complications: you got in—but they're *tracing you*. It's also legitimate to let the player decide ("My character's mom just came home and he didn't take the garbage out so it's like a huge shouting match!")

Anyway, while this technique is sort of an eyeball thing (having there be no real effects for failure can take drama out of the game—but adding interesting complications can enhance it) it's a good technique for improving the narrative quality of play.

In regards to Combat and Combat Movement, our suggestion is that if someone fails an Acrobatics roll (especially a critical one) you can add complications rather than assuming they missed the move ("You failed to leap to the ledge—you are dangling off the edge!") The more interesting, obviously, the better ("You failed to leap to the 34th story window ledge—you crashed through the 33rd story window—and you're in a stock holder's meeting with your guns drawn!").

These are Optional

You don't need Dynamic Combat, Stunts or any of this to run or play in a *Fast Company* Game. The existing rules work just fine without it!

This is complex—and, in the final analysis, unnecessary. It's here because we've been toying with Dynamic Combat and it has added to the play-tests we've done.

Don't get caught up in these rules. *Fast Company* works seamlessly without them. But if you're looking for a way to handle certain larger-than-life moves ... or want some rules for outrageous stunts: here they are.

Natural Movement

Under standard JAGS rules no one moves unless they say they do (and spend REA). This isn't realistic—but it is simple. In reality, even if two fighters aren't running all over the place, they will circle, retreat, advance, and otherwise move around a bit. Natural movement is considered an optional non-cinematic rule (that is, you can apply it to mundane characters in fights if you want to).

New Action: Circling In HTH Combat

Action Type: Medium / Short
Movement: 1 – 3 yards in circular fashion.

REA Cost: 5

Notes: May be taking as a Short Action *Response* to a Medium Action to Circle.

Circling ignores -2pts of non-circling character's AGI bonus. Gives +1 (block), +2 Dodge if opponent is flatfooted.

Circling

When facing off against an opponent (at medium range), trained fighters will circle each other, looking for a better angle of attack or hoping to catch the opponent flatfooted. A character may declare a Circle action. This has the following result: you ignore -2 points of your target's AGI Bonus unless they respond (or already have declared) a 5 REA Circling action. Even if they don't declare the action they are assumed to change facing *somewhat*—you don't just wind up behind them—but they aren't using footwork and mobility so they're at a disadvantage. Furthermore, if you are circling and they aren't, you are at +1 to Block or +2 to Dodge against them.

New Action: Turning To Face

Action Type: Medium / Short
Movement: Turn up to 180 degrees

REA Cost: 5

Notes: Type is determined by whether or not you were facing off (if you were it's Short). If you have a free step (due to Initiative Roll made by +5, REA cost is 0).

Turning To Face

Sometimes in combat an opponent will “run around behind you” or otherwise move to re-position themselves. A *Turn To Face* is a 5 REA Medium action which changes your facing. If you are attacked by a new opponent from behind, the cost is 5 REA Medium. If you were facing off, it is a Short action (and can be done in response to the opponent's move). The GM will mediate disagreements about what this means—if the person was your intended target, you already hit them, etc. you were facing off. If you have a Free Step with an attack (Init Roll made by +5 or more) the cost is 0 REA to turn with a block or strike or step.

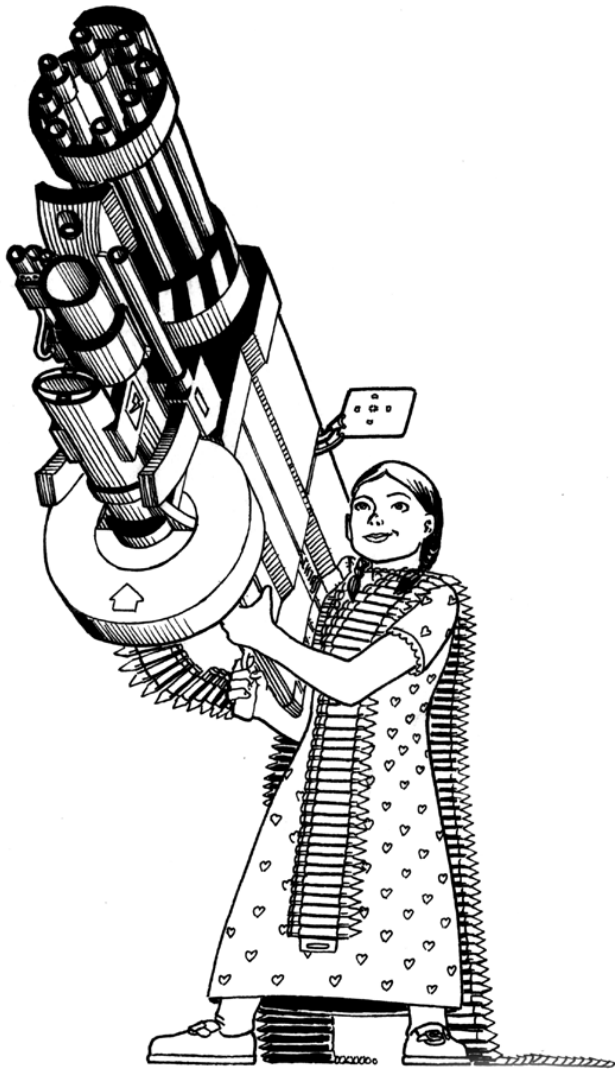
Action	Occurs When	Notes
Natural Evasion	Any time an attack misses because of your AGI bonus.	Natural Evasion happens as a result of your AGI bonus. Any time an attack misses because of your AGI bonus, you may move ½ yard to the right or left (this should be random). If you are <i>Fast</i> (Fast Company) or otherwise have Enhanced Dodge/Agility make this 1-3 yards (for a ranged attack) or 1 yard (HTH). The attacker is assumed to move with you/turn to face. This, in essence, allows a FC character to “run along a wall” while being shot at for 0 REA.
Attack/Retreat	A second (or greater) attack in a turn is blocked by 0 -2.	When an attacker throws a second attack in a turn (and the third, fourth, etc.) and the attack is blocked by 0 -2, the defender moves a half-step (1/2 yard) back and the attacker ½ yard forward. If the movement is prohibited, the attack lands.
Natural Circle	Second round of paired off combat	If two opponents are facing off, they are likely to circle (this is almost a given at L3 combat skills). Assume that on the character who won initiative moves 1 yard to the right or left, moving around for a better angle (the character who lost initiative makes a facing change to match)—unlike the Circle move, this has no effect on combat. It is just a natural result of facing off.
Dodging out of the way	On a Dodge	A character taking a dodge action can move 1 yard to the right or left. The attacker is assumed to make a facing change to stay on target.

Special Moves

Special Moves fall into the category unusual ways of getting around (sliding, rolling, swinging, etc.) These are somewhat cinematic but are not in the category of a nearly impossible stunt (which the next section will cover).

To take a Special Move you must have made your Initiative Roll by 5+. This gives you a “free step with an attack or other 5 REA action” under the Advanced Combat Rules. The Special Move uses up that “free step.”

Some of these moves confer natural advantages beyond the simple positioning. Usually these come in the form of a negative to be hit (and sometimes a negative to hit). For example, a character who bursts into a room, sliding on his back firing a SMG is probably going to be at negatives to be targeted by the surprised guards.



Advanced Falling Moves

Many moves may have a “gravity assist.” If the mob-bosses thugs have you in their sights you might not be able to run down the hall without getting shot up—but how about jumping out the window?

According to the rules, falling objects fall at Initiative phase of +0. That means that if you’re hanging in air a thug who made his roll by +1 could shoot you. Furthermore, since falling is a long action (people on the ground, if they’re aware, can see you coming) then even a thug who *missed* his initiative roll by -4 could still snap a shot off. That’s not how we imagine it working.

The advanced falling rules cover action-movie style dives. Here are the rules.

1. Falling is faster than you are: if you are falling at any time during your turn you can fall at *your* initiative +4 (so if you made your roll by 4, you can fall at +8 Initiative—only thugs who made their Init rolls at +3 or better can get a shot off.
2. Furthermore, you can jump with a Short Dodge move if you are playing with the Dynamic Combat Moves: a dodge will move you 1 yard—if you are on an edge, you can Dodge—and then fall.
3. The fast falling rule only applies to falls of 5 yards or more. If you are diving out of the window of a ranch house, it’s just a dive-for-cover roll.

Sliding Down a Roof/Pole

The same rules apply to a character on a slanted roof: a 5 REA Step move to get started and then you fall. The difference is that Sliding happens at +0 (i.e. you “fall” as your Initiative dictates).

Sample Move	REA Cost	Notes
Half Move	6	With a free step a character may pay 6 REA to take a half-move (half their walk distance). This is a Long action. It may not be done as a “retreat” (if the character wishes to turn around charge 2 yards of movement).
Acrobatic Running Dodge	11 / 8	A character with Level 3 Acrobatics or better who is already running can execute a Running Dodge. This requires a roll at -4. It is a full move at -2 to be hit <i>and</i> the moving character gets a Dodge against any one incoming attack. If the roll is missed the character doesn’t get the dodge.
Swinging On a Chandelier/Rope /Whatever	5	Character must be able to either reach up and grab the chandelier (or other swinging object). The move is a 5 REA Long action and carries the character about 5 yards (up to a full move with an Acrobatics roll)
Sliding into a room (or along a bar)	5	The character slides up to a full move for 5 REA (Long action). The character will end the move laying on his back (5 REA to get up or a Lvl 3 Acrobatics roll) and is at -2 to be hit while sliding (-0 after that until he gets up). Gunfire during a slide is at -2 to hit.
Diving for Cover	5	With a 5 REA Short Dodge action and a “Free Step” the character can make a diving roll for up to 3/4ths of a Full Move. This must be done to get out of the way of an attack. The character ends the move prone.
Jumping up on a table to continue fighting	5	The character must pay 5 REA for the step, but gets to move laterally up to 2 yards. Usually taking a move to get some height advantage gives you a -2 to be hit by those who haven’t matched it (gotten up on the table too). Without the Free Step this takes 2 5 REA steps and probably an AGI or Acrobatics roll at +2.
Jumping to Catch a Hanging Drape (and then sliding down it)	6	A 6 REA Long action, which allows a step and a jump. Usually an AGI roll or Acrobatics roll at +2 should be required to catch hold. The character can hang for the rest of the turn or slide down, moving down on the +0 Initiative phase.
Running Up A Wall And Flipping Over A Pursuer’s Head	6	This costs 5 if already moving (a continued move) and requires a -5 Acrobatics roll. Just running “up a wall” (assuming there are two walls to push off of might be -3—but the leap is definitely at least -5).
Acrobatic Flip when falling	3	Each direction change or major acrobatic feat <i>taken when falling</i> is a 3 REA Long Action when taken as a part of a fall. So Stepping off a ledge and catching a flagpole to flip onto a ledge requires an Acrobatics roll and costs 5 REA for the step and 3 REA for the flip. If the character had a Free Step the total cost would be 3.

Stunts

Stunts are like Special Moves that are either more complicated or very dangerous. Characters expected to regularly make stunts are issued Stunt Points which are regained between combats. When a stunt is described (“I want to jump off the fire-escape, fall, grab the flagpole, and flip through the window”) the GM should determine the extremeness of it (the above would probably require a roll at -1 to grab the flagpole, a roll at -3 to flip around on it (and 3 REA), and a roll at -2 or -3 to hit the window).

A Stunt Point will do the following: Give the character some added advantage for trying the stunt if they make their Stunt Roll and/or grant the character one or more *automatically successful* Acrobatic rolls (so the character doesn’t chance failure). The player chooses which bonus he will take after the roll.

A character gets 1 Stunt Point per Fast Company Level.

Stunt Advantages

Stunt Roll	Optional Bonus 1	Optional Bonus 2	Optional Bonus 3	Optional Bonus 4
Missed	-1 to be hit for turn	No Bonus	No Bonus	+1 Damage
+0 to +4	-2 to be hit for turn	+1 to hit target (surprise)	No Bonus	+2 Damage
+5 to +9	-3 to be hit for turn	+2 to hit target (surprise)	0 REA half-damage HTH attack on separate (but close by target) <i>with</i> another attack.	+4 Damage
+10 or more	-4 to be hit for turn	+3 to hit target (surprise)	0 REA full-damage HTH attack on separate (but close by target) <i>with</i> another attack.	+6 Damage

Sample Stunts

Example	Move Type	Number of Rolls Involved Normally	Stunt Point
Jump off a low roof onto a ledge	Step (5 REA) and Fall (see sidebar)	1 Roll. Acrobatics Roll at -0/ AGI roll at -2 to land on the ledge.	Stunt Point means an automatically made Acrobatics roll <u>and</u> roll for Advantage. Advantage will probably be negatives to be hit.
Jump off a building, grab a lamp post, slide down, and kick a thug.	Step (5 REA), Slide (see sidebar), kick.	2 Rolls (to grab the lamp post/to roll to hit).	Stunt Point means an automatically made Acrobatics roll <u>and</u> roll for Advantage. Advantage will probably be + to damage.
Running Dive through a garbage chute to escape an explosion	Dive for Cover with an additional AGI/Acrobatics roll at -3 to hit the small chute.	1 Roll at -3 (an Acrobatics to-hit roll against the chute).	A stunt point makes the roll.
Flipping Over A Ramming Convertible and landing in the back	Acrobatics Dodge roll at -4. -2 for difficulty -2 for the Large Weapon bonus of the car.	1 Roll.	Stunt point: automatically makes the roll at -4.
Jump-Kicking through a plate glass window and hitting the thug inside a store	Charge (move and kick): 14 REA Long if standing still (and not having the Chi Martial Arts Jump Kick move), 11 REA Long if already moving, 12 REA Long if using the Half-Move rule.	Varies: a damage roll to hit the glass (assume a +5 Damage Modifier). The glass might count as armor of some level (3pts?). A roll to hit the thug. Maybe an acrobatics roll for the jump.	Stunt Point: automatically breaks the glass and reduces effective armor value of it to 0.
Grabbing a Street Lamp and Swinging Around It To Kick a Target With Both Feet	Kick (with Acrobatics roll for the fancy action)	2 (one for the kick, one for the Acrobatics roll)	A stunt point will automatically make the roll as well as granting an advantage (extra damage?)
Running Up A Wall And Flipping Around To Kick Pursuer.	5 REA Move (if already moving) plus Kick.	2 rolls (one for the kick one for the Acrobatics direction change)	A stunt point will grant the roll and add an advantage (pluses to hit for surprise?)

Other Genres and Playing Fast and Loose

Fast Company came about when we started looking at how to model bullet-ballet and action-hero vigilantes in JAGS. We knew we didn't want to just stick to low-level supers and Chi Martial Arts made too-specific hand-to-hand combat experts. What if we wanted to team up a bare-knuckle fighter, and a gunslinger? About half way into the rules analysis we realized that what we were doing had a universe of applications—anywhere you want the characters to be super-capable action heroes the *Fast* package can apply. Here are some guidelines.

Fantasy

Fast Fantasy characters will be able to take on lesser fighting forces ... like armies. We recommend 75pts, *Fast* Level 1-3. If the character is to have either racial abilities or Fantasy Archetype abilities they should get 8 Archetype points per *package* and 1 Gadget point for each 6 full points in Magic College skills. Most notably different from "standard" Fantasy? The characters will *dress* like their cinematic counterparts, wearing far less armor than one might expect.

Cyberpunk

In the not-so-far future there's nothing like being able to dodge the autofire flechette cannons the police gun-cruisers carry. If you want to mix Cybernetics (or Psionics) with *Fast* packages, our recommendation is that you grant 18pts of either ability per package devoted to it. You can also buy Cybernetics (and maybe Psionics—but the GM should limit Telepathy to Level 3) with your normal points.



Super Spies and Gunslingers

The Wild West is ripe for *Fast* characters—gunfights become less roll-well-or-die and the named villains take on an entirely different flavor. You can even strip out the Combat Techniques to help enforce the usage of guns. Note: If you're going to do this, we suggest keeping the *Fast* level to 1.

Super Martial Artists

Take a 150pt Chi Fighter and give him Level 1 *Fast* with *no* packages allowed (the extreme point total and balance of Chi characters doesn't mesh well with the packages) and you have a single guy who can cut down a modern army (well, an army of thugs, anyway). *Fast* Chi characters become far less susceptible to "being surrounded" by guys with guns and martial arts weapons become real options rather than necessities that you must take if you can.

"Super Heroes"

It's almost a no-brainer to use FC rules to make low-powered super heroes (like *Watchmen*) but if you want real according to hoyle super powers, what do you do? One solution is to give people very low level letters from the JAGS Supers rules—but if you do that then *everyone* will have unusual abilities (and we suggest that NO primary defenses be allowed—instead of Force Field, buy Power Field ... and no armor). But there's another option: Weird Powers. If the GM allows this then instead of gadgets creating unusual effects the characters themselves do. The Package Gadget User is bought and the Gadget abilities are simply "organic." This will, of course, raise the Weirdness Level of the ability. Ex. A character, Mr. Cold, has skin that goes down to way-below-freezing when he fights. With a grab he can do 6pts of "burn damage" for each 5 REA action. This costs 1 Gadget Point as a Carrier Attack (HTH weapon) but is Weirdness 3. Total cost for the ability in a standard Weirdness 1 world? 3pts. A radar sense? 1pt for "Decently Good" (seeing in total darkness is nice—but the guy doesn't carry smoke grenades) and Weirdness 2 since it's just really good hearing. Total value in a standard world: 2pts.

Sample Characters

Name: Sherkka *Outlander Archer*

08	PHY	11	STR	BLD	CON
			11	09	12
30	REF	13	COR	REA	AGI
			13	16	13
12	INT	12	RES	MEM	WIL
			12	11	12
Total	51				
Total	75	Mnr	Mjr	Crt	
DP	13 [38]	12	38	76	
Punch	7				
Init	21-				

Enhancements

Fast Company Level 2	--
Archer	1P
Detective +2 perception	1P
Rugged L 1	1
Statuesque L 1	4
Light -3 build	-0
Total	5

Defects

	Pts
Cocky	-1
Rural accent	-1
Kiss of the dragon scar	-0
Shy	-3

Cost	Skill	Stat	Typ	Lvl	Roll
3.5	Streetfightning	AGI	D	2	14-
25.5	Bow	COR	D	4	16-
3.5	Knife	AGI	D	2	14-
2.25	Stealth	AGI	N	2	14-
4.25	Tracking	RES	N	3	14-
4.25	Hunting	RES	N	3	14-
2.25	Survival	RES	N	2	14-
2.25	shadowing	RES	N	2	14-
4.25	Traps	RES	N	3	14-
52	52-18-10= 24				

Notes: On 75pts she is a *far* superior combatant than a non-fast archer would be on anything even close. The combination of a 16 REA and Level 4 Bow skill allows for extremely rapid arrow fire. Sherkka is not “realistic,” she is *heroic* and could turn the tide of a major battle in the right place.

Having survival and outdoors skills, she is the counterpart to her partner Goloth (a massive, close-combat swordsman) who is adept and at home in cities.

Name: Goloth

30	PHY	13	STR 13[19]	BLD 23	CON 13
13	REF	11	COR 11	REA 11	AGI 13
08	INT	11	RES 11	MEM 11	WIL 12

Total 51

Total	75.05	Mnr	Mjr	Crt
DP	13 [53]	17	53	106
Punch	12			
Init	16-			

Enhancements

Fast Company Level 2	--
Large and Dangerous	1P
Sword Master	1P
Rugged L 1	1
Leader L 1	4

Total 1**Defects Pts**

Fear of heights	-1
Heart of Gold	-2
Rival: The Blue Knight	-1
Kiss of the dragon scar	-0
Curious	-2

Cost	Skill	Stat	Typ	Lvl	Roll
7.5	Streetfightning	AGI	D	3	14-
2.5	Sword	AGI	D	3	15-
2.15	Stealth	AGI	N	2	15-
2.15	Merchant	RES	N	2	13-
2.15	Revelry	RES	N	2	13-
2.15	Lock picking	RES	N	2	13-
2.15	Streetwise	MEM	N	2	13-
2.15	Shadowing	RES	N	2	13-
2.15	Traps	RES	N	2	13-
25.05					

Notes: Gate Cleaver strikes for 16pts of Penetration Damage (his STR is 19 for *all purposes but weapon use*). It is 3 for STR, 3 for BLD, 8 for a 2H Sword, and +2pts for being *special*.

The GM should be wary of players trying to create super weapons by massing Gadget points—after +2 damage there should be subsidiary magical effects or other pieces of gear.

Special Gear: Sword “Gate Cleaver,” a 2 Handed sword that strikes for +2 damage.

Name: Gravin DeLaurentis

15	PHY	12	STR 12	BLD 17	CON 12
27	REF	12	COR 12	REA 15	AGI 14
15	INT	12	RES 12	MEM 12	WIL 12

Total 57

Total	68.05	Mnr	Mjr	Crt
DP	13 [38]	14	44	88
Punch	9 (13)			
Init	18-			

Enhancements

Fast Company Level 3	--
Cyber 54 pts in cyber wear	3P
Math Genius	5
Presence	8

Total 13**Defects Pts**

Thinks he is still brilliant	-1
Having trouble thinking straight (bad tamper)	-3
Cyber Addict	-3
Grotesque	-3

Cost	Skill	Stat	Typ	Lvl	Roll
3.75	Streetfightning	AGI	D	2	15-
7.75	Computer	RES	D	3	15-
4.25	Electronic und	MEM	N	3	14-
2.15	Mathematics	RES	N	2	13-
2.15	Accounting	RES	N	2	13-
total	18.05				

Notes: A Level 3 *Fast* character who used his packages (at 18pts each) to purchase cyber-gear. Note: although weapons like rocket launchers should be paid for, the decision was made by the GM to allow a HTH weapon for free due to the nature of weapons in *Fast Company* (his Fast Bonus is about equal to that of the buzz-saw).

Cyber Gear Pts

Mark 1 Skeleton 2/4 armor (-2 to <i>Fast</i> bonuses)	12 pts
Mark 1 Cyber Reflexes	20 pts
Mark 2 cyber Arm 18 STR	12 pts
Inbuilt Circular saw +7 damage	0[*]
MK 1 Neural Jack	8pts
MK 1 Cyber Computer	2pts
Cell phone	0pts

Name : Joe “Tequila” Jones					
12	PHY	12	STR 12	BLD 11	CON 12
25	REF	13	COR 13	REA 15	AGI 13
08	INT	11	RES 12	MEM 11	WIL 11
Total	45				
Total	75	Mnr	Mjr	Crt	
DP	12 [38]	12	38	68	
Punch	9				
Init	20-				
Enhancements					
Fast Company Level 2					--
Detective					1P
Weapons Master Gun					1P
Combat Ambidextrous					12
Presence L 1					4
Lie Catcher					2
Total					18
Defects					Pts
Swashbuckler					-2
Curious					-2
Mildly Superstitious					-1
Write Up					-2
Rival Lt Picklin					-2

Cost	Skill	Stat	Typ	Lvl	Roll
9.75	Handguns	COR	D	3	15-
0	Acrobatics	AGI	D	3	14-
2.5	Stealth	AGI	N	2	15-
5.5	Streetfightning	AGI	D	2	15-
4.25	Criminal Inv.	RES	N	3	14-
4.25	Tracking	RES	N	3	14-
4.25	Streetwise	RES	N	3	14-
4.25	shadowing	RES	N	3	14-
4.25	Police Procedure	RES	N	3	14
39	-8-10=21				

Notes: One of the original playtest characters, he carries two .357 automatics and wears a bandanna over his face (“cowboy style”).

Quote: “I hear music ... I think only I can hear it ... it isn’t always the same sometimes its ominous, sometimes its throbbing it warns we of danger tells me about people oh and when I go into action it plays my theme music--and I totally kick ass.”

History: I’m a cop. A detective who’s seen too much too fast. Too much for one life time ... I can tell you that. It used to be we did our jobs, cleaning up the mess after it happened but I’m done with that. I’m over it. I can only see one way to make a difference now: if you’re out there, and you’re doing the things that make this a worse world for us to live in—a shitty world for us to die in ... then I’m coming for you.

Gear: Tequila carries two *recoilless pistols*: Desert Eagle .357's for 13 damage each. The guns have -2 Recoil and he can fire 4 shots a second (using Combat Ambidexterity). The gadget point is a handgun recoil suppressor which gives both of them a -1 Recoil.

Name: Mad Cat A.K.A. Martin Williams

12	PHY	12	STR	BLD	CON
			12	11	12
13	REF	11	COR	REA	AGI
			11	14(13)	13
13	INT	11	RES	MEM	WIL
			14	11	11

Total 38

Total	74.7	Mnr	Mjr	Crt
DP	38	12	38	76
Punch	8			
Init	19(17)-			

Enhancements

Fast Company Level 2	--
Weird Science package level 1	1P
Martial arts master package level 1	1P
Statuesque L 2	4
Flair L 2	2
Wealth (16)	8
Total	14

Defects**Pts**

Reckless	-3
Naive	-2
Compulsive	-0
Write Up	-2
Total	-8

Cost	Skill	Stat	Typ	Lvl	Roll
19.75	Kung-fu	AGI	D	4	15-
0	Acrobatics	AGI	D	3	14-
3.75	Mathematics	AGI	D	2	15-
3.75	Physics	RES	D	2	15-
7.75	Chemistry	RES	D	3	15-
3.75	Material Science	RES	D	2	15-
3.75	Mechanics	RES	D	2	15-
3.75	Electronics	RES	D	2	15-
2.15	Pilot	COR	N	2	13-
2.15	Driving	COR	N	2	13-
2.15	Etiquette	MEM	N	2	15-
52.7	-10 -12=30.7				

Notes: A gadgeteer with a flight pack. The reason 2pts were paid for it is that any flight (especially something the size of a book-bag) in a “modern day” world was considered valuable. He has 2 spare gadget point that can be used to upgrade the pack, or to create a gadget when he finally wants to.

Style: I keep thinking I’m supposed to be wearing a helmet—like that’d help me if I took a dive from 30 stories up ... but the armored vest’s staying! When I put on the armor and the goggles and the jet-pack I really expected that *someone* would laugh at me—it just looks so bizarre. But I’ll tell you something: the first time I decked a car-thief and we went *over* the hood and *into* the garbage cans across the far wall no one was laughing. I guess it’s like a private joke.

History: I’m a renaissance man from a wealthy family. When I started doing Kung-fu ... *boy* did I do Kung-fu. But, y’know, parents—martial arts weren’t a *career* ... so I did science. *Boy* did I do science: heard of Goz-Co? That’s mine. And it’s not Goz-Co-dot-com either. That’s right—we’re still around. Anyway, like I said I *really* did science.

Now it’s this. The world’s going to hell in an hand-basket and no one’s doing enough to stop it. Or they weren’t ... before. Now I’ve gotten involved and I might look like something out of a 1950’s sci-fi comic book ... but let me tell you: *boy am I gonna do something about it.*

Gear**Pts**

Lightly Armored Vest (2/14) MOD -1	0
Rocket Pack (30 lbs, has 3 1-minute charges and flies at 40mph) Weirdness: 2	2
2 Unused Gadget point	2