



TRUE VIGILANTE

GUNZO!

COMPATIBLE WITH

**DCC
RPG**



GUNZO!

TRUE VIGILANTE

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***THIS WORK IS DEDICATED TO JUSTIN ISAAC WHOSE SUPPORT
AND FRIENDSHIP HAS INSPIRED ME TO WRITE THIS GAME.
JUSTIN, THIS ONE'S FOR YOU!
ERIC***



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ISSUE ONE:

TRUE VIGILANTE

You're no hero.

You're a vigilante:
a crimefighter,
a dark avenger,
a gadgeteer,
a martial artist,
a protégé,
a true vigilante.

You seek blood and justice,
winning it with fists and violence,
brutalizing the criminals, lowlifes and scum of the underworld,
protecting the weak, breaking the vultures that prey upon them.

There is vengeance to be had and syndicates bled,
and you will not stop until your justice has been served...



DCC COMPATIBILITY

Gunzo! True Vigilante Issue#1 is completely compatible with DCC RPG and you will need the DCC RPG core rule book to play. Throughout these pages, certain rules and other information may be referenced from that book with the page number appearing in parenthesis like this: (193, DCC RPG). This tells you where to locate the additional information you will need to fully understand what is being discussed.

Unlike DCC RPG, True Vigilante is set in the modern world. You can use real world cities as your home base for your campaign. And since it's set in the real world, the characters are normal humans in costume. However, if you'd like a more traditional DCC RPG experience, you can mix and match the Classes from DCC RPG Core Book to create your own unique campaign world. And while, the classes in True Vigilante are not magical, monstrous or otherworldly, this does not mean that the villains in the game have the same restriction. Feel free to pull from any DCC RPG compatible monsters or run any adventures, just with small tweaks to keep the modern theme.

TRUE VIGILANTE plays well with:

Bronx Beasts by Dan Steeby

Vehicle Mayhem by Tuesday Night Fiend Club

Ghost Like Crime by Abiology Games

Leopard Women of Venus by Spandangle Press

Among others.

INTRODUCTION

Portions of this game are based on a prior Bloat Games release, "SURVIVE THIS!! Vigilante City", created by myself and Josh Palmer. When I initially envisioned STVC, I thought it would be awesome to create a true vigilante RPG, along the lines of Batman: The Animated Series or Kickass! I pictured all the characters being normal humans in costumes, no superpowers. These characters would be fragile and often outmatched versus their hardened criminal opponents. The game would be highly lethal as these characters were not the people who should be out there fighting the villains, yet here they were, making a stand, righting the wrongs, and punching criminals in the teeth!



However, in the development process for STVC, a lot of things were added like Mutants, Anthropomorphs, Psychics, Mystics, Speedsters, etc, all things that while cool, didn't jive with my initial concept. I love STVC, I really do, but this is my chance to strip away all the 'super-powered' options and bring this game back to a guy or a gal in a mask, kicking ass. No more, no less.

CRIMEFIGHTER

What is right is right and what is wrong can be fixed. Crime Fighters are special individuals who were drawn to uphold the laws and protect their community. They believe no one is above the law, not even themselves or their friends and team mates.

Hit Points: Crimefighters gain 1d6 HP per level.

Weapon Training: Crimefighters are trained in small Pistols and Handguns and all blunt Melee weapons.

Alignment: Crimefighters can be Good or Neutral Alignment but are restricted from Evil Alignment.

Disguise Self: Same as Thief (36, DCC RPG)

Investigation Skills: Crimefighters are able to gather information from sources and contacts. (d20)

+1 Contact at levels: 1, 3, 5, 7, 9 & 10.

Subterfuge: Crimefighters are adept at trickery and are skilled at disguise, espionage, forgery, lock picking, lying, spying and tracking (in the city). They gain a +2 to all checks in dealing with anyone that is intentionally trying to deceive them. (d20)

CRIMEFIGHTER



Level	Atk	Crit Die/Table	Action Die	Ref	Fort	Will
1	+1	1d8/III	1d20	+1	+1	+1
2	+2	1d8/III	1d20	+1	+1	+1
3	+2	1d10/III	1d20	+2	+1	+2
4	+3	1d10/III	1d20	+2	+2	+2
5	+4	1d12/III	1d20	+3	+2	+3
6	+5	1d12/III	1d20+1d14	+4	+2	+4
7	+5	1d14/III	1d20+1d16	+4	+3	+4
8	+6	1d14/III	1d20+1d20	+5	+3	+5
9	+7	1d16/III	1d20+1d20	+5	+3	+5
10	+8	1d16/III	1d20+1d20	+6	+4	+6

DARK AVENGER

Usually a victim of crime themselves (or a crime done to a loved one), Dark Avengers are out to make sure criminals suffer. It is not just enough to get revenge on those who wronged them but the Dark Avenger wants to punish all criminals. Unlike the Crimefighter, the Dark Avenger worries not about upholding the law and civil liberties. They are rage and revenge, and crime must pay.

Hit Points: Dark Avengers gain 1d10 HP per level.

Weapon Training: Dark Avengers prefer to forgo traditional weapons and firearms and like to get up close and personal using their fists and feet as primary weapons. (Fists: 1d4+STR Mod damage, Kick: 1d6+STR Mod damage)

Alignment: Dark Avengers can be Neutral or Evil alignment but are restricted from Good.

Interrogation: Dark Avengers are talented at extracting information from people in unorthodox and often unlawful ways. (d20)

Intimidation: Dark Avengers can intimidate as a means to scare a target into divulging information or doing something against their will. (d20)

Stealth: Same as Thief (36, DCC RPG)

DARK AVENGER

Level	Atk	Crit Die/Table	Action Die	Ref	Fort	Will
1	+d2	1d10/III	1d20	+1	+1	+1
2	+d3	1d12/III	1d20	+1	+1	+1
3	+d4	1d14/III	1d20	+2	+1	+2
4	+d5	1d16/IV	1d20	+2	+2	+2
5	+d6	1d20/IV	1d20+1d12	+3	+2	+3
6	+d7	1d24/V	1d20+1d14	+2	+4	+4
7	+d8	1d30/V	1d20+1d16	+3	+4	+4
8	+d10	1d30/V	1d20+1d20	+3	+5	+5
9	+d12	2d20/V	1d20+1d20	+5	+3	+5
10	+d14	2d20/V	1d20+1d20	+6	+4	+6

Mighty Deeds: (See 47, DCC RPG)



GADGETEER

Always up to date on the latest developments in cutting edge, next-generation technology, the Gadgeteer fights crime with their brain and tech, allowing her toys to do the brunt of the heavy lifting in their crime fighting compacity.

Hit Points: The Gadgeteer gains 1d4 HP per Level.

Weapon Training: The Gadgeteer is trained in all forms of Ranged weapons but tends to stick to the most high-tech and/or latest cutting-edge weapons.

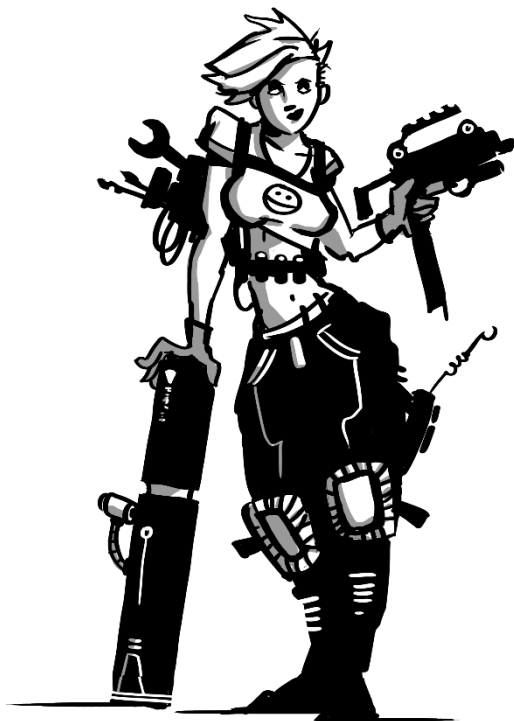
Alignment: The Gadgeteer can be any alignment.

Technological Expert: The Gadgeteer is an expert at all forms of technology, such as computer use, robotics, electronics and laser technology. Gadgeteers receive a +2 to rolls involving technology at levels 1, 2, 4, 6, 8 & 10. (d20)

Mechanics: Gadgeteers have the knowledge of mechanics, basic and advanced, and the ability to fix and repurpose them at +2. (d20)

Gadgeteer Items*: See Gadgeteer Items on Page 30 for further details.

GADGETEER



Level	Atk	Crit Die/Table	Action Die	Ref	Fort	Will
1	+0	1d6/I	1d20	+1	+0	+1
2	+1	1d6/I	1d20	+1	+0	+1
3	+1	1d8/I	1d20	+1	+1	+2
4	+1	1d8/I	1d20	+2	+1	+2
5	+2	1d10/I	1d20+1d12	+2	+1	+3
6	+3	1d10/I	1d20+1d14	+2	+2	+4
7	+3	1d12/I	1d20+1d16	+3	+2	+4
8	+4	1d12/I	1d20+1d20	+3	+2	+5
9	+4	2d14/I	1d20+1d20	+3	+3	+5
10	+5	2d14/I	1d20+1d20	+4	+3	+6

MARTIAL ARTIST

Ranging from silent Shaolin Monks to loud mouthed MMA Fighters to Ninjas and everything in between, Martial Artists come in all styles and disciplines. Dedicated, trained and focused, these masters of martial combat are not to be taken lightly in any combat situation.

Hit Points: Martial Artists gain 1d8 HP per level.

Weapon Training: Martial Artists are trained to use Martial Weapons which include both melee and ranged weapons. Examples of Martial Weapons: Katana, Sai Sword, Bo Staff, Blowgun, Shuriken, Nunchacku, Nunchucks, etc. They never use guns or other modern weaponry. (Hand Strike: 1d4+STR Mod damage, Kick: 1d6+STR Mod damage)

Martial Artists never wear armor as they find it too restrictive. +2 to AC for body hardening.

Alignment: Martial Artists have no alignment restriction; however, most are of Good alignment.

Martial Arts Awareness: Martial Artists train to be prepared for anything and to react fast and as such they gain a +1 to Initiative at levels 1, 3, 5, 7 & 9. (d20)

Perfect Strike: Martial Artists can burn 3 luck points to ensure that their next melee attack is successful and does full damage. Perfect Strike can be used up to the Martial Artist's level per day. EX: Level 3, use 3 times.

MARTIAL ARTIST

Level	Atk	Crit Die/Table	Action Die	Ref	Fort	Will
1	+d2	1d10/III	1d20	+1	+1	+1
2	+d3	1d12/III	1d20	+1	+2	+1
3	+d4	1d14/III	1d20	+2	+2	+2
4	+d5	1d16/IV	1d20	+2	+2	+2
5	+d6	1d20/IV	1d20+1d12	+3	+3	+3
6	+d7	1d24/V	1d20+1d14	+2	+4	+4
7	+d8	1d30/V	1d20+1d16	+3	+4	+4
8	+d10	1d30/V	1d20+1d20	+4	+5	+5
9	+d12	2d20/V	1d20+1d20	+5	+6	+5
10	+d14	2d20/V	1d20+1d30	+6	+5	+6

Mighty Deeds: (See 47, DCC RPG)



PROTÉGÉ

No longer referred to as “Side-kicks”, Protégés are Vigilantes in training. Usually under the tutelage of an experienced Vigilante, the training Protégé are often younger, some as young as middle school age, but not always. There is no age restriction. The only requirement is a desire to be a Vigilante and a willingness to learn.

Hit Points: Protégé gains 1d6 HP per level.

Weapon Training: Protégé do not use firearms. They are trained in a wide variety of weapons but tend to prefer Blunt Weapons for melee and throwing stars for ranged attacks.

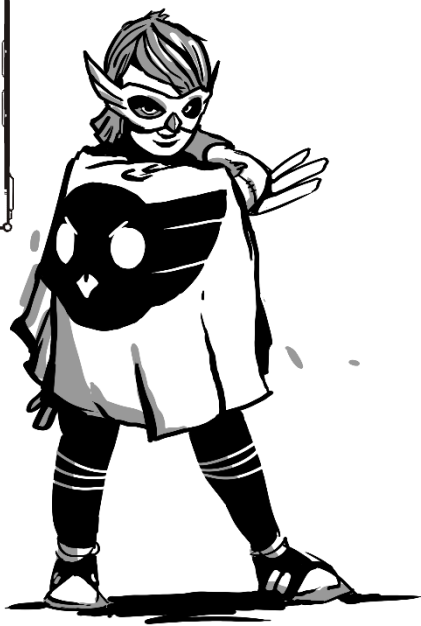
Alignment: Protégé are restricted to Good and Neutral alignments.

Acrobatic Maneuvers: Protégé are skilled in maneuvers such as flips and tumbles and receive a +1 bonus at level 1, 3, 5, 7 & 9 when attempting to use acrobatics. They receive a +1 to AC for this skill. (d20)

Good Luck Charm: Same as Halfling (60, DCC RPG).

Escape Artist: Protégé are adept at escaping the clutches or the bindings of their enemies. They receive at +3 to all Escape attempts. (d20)

PROTÉGÉ



Level	Atk	Crit Die/Table	Action Die	Ref	Fort	Will
1	+1	1d8/III	1d20	+1	+1	+1
2	+2	1d8/III	1d20	+1	+1	+1
3	+2	1d10/III	1d20	+2	+1	+2
4	+3	1d10/III	1d20	+2	+2	+2
5	+4	1d12/III	1d20	+3	+2	+3
6	+5	1d12/III	1d20+1d14	+4	+2	+4
7	+5	1d14/III	1d20+1d16	+4	+3	+4
8	+6	1d14/III	1d20+1d20	+5	+3	+5
9	+7	2d16/III	1d20+1d20	+5	+3	+5
10	+8	2d16/III	1d20+1d20	+6	+4	+6

TRUE VIGILANTE

"The crime in this city is getting out of hand and the problem is not going to fix itself. If City Hall and the Police Force are too crooked or too scared to do something about it then I'll just do it myself!"

You have decided to go full Vigilante and clean up the streets yourself. Impulsive and quick to action, you never plan, you just do. Using the elements of chaos and anarchy is your method.

Hit Points: True Vigilantes gain 1d8 HP per level.

Weapon Training: True Vigilantes can use any low-tech weapons but prefer melee weapons like Bats, Crowbars, Knives, Lead Pipes and ranged weapons like Revolvers.

***Improvised Weapons:** True Vigilantes don't plan as they often act on impulse and as such, many of their weapons tend to be improvised. From sharp scraps of metal to bricks to rocks to stop signs to gas bombs, they receive a +3 to attack and damage when using improvised weapons. (d20)

Alignment: True Vigilantes can be any alignment but their extreme actions usually lead them to be evil.

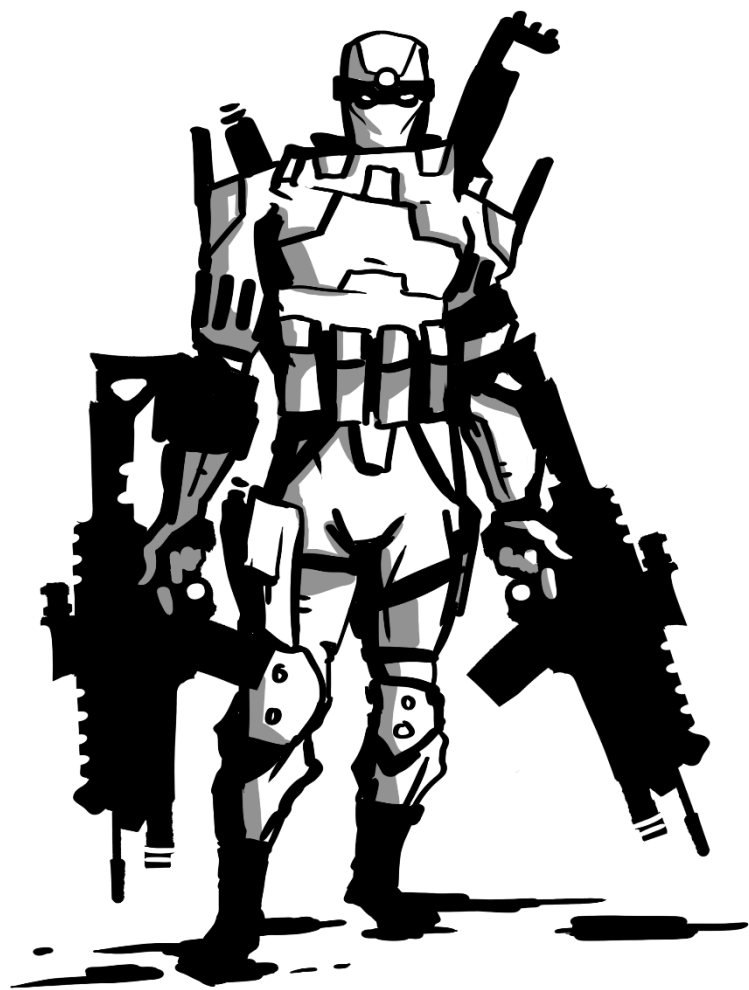
Extreme Justice: When intentionally attempting to maim, cripple or disfigure an enemy, True Vigilantes can burn a luck point to do an additional 3 damage. (d20)

Demolitions: True Vigilantes have the knowledge of how to create and use explosives. (d20)

TRUE VIGILANTE

Level	Atk	Crit Die/Table	Action Die	Ref	Fort	Will
1	+1	1d8/III	1d20	+1	+1	+1
2	+2	1d8/III	1d20	+1	+1	+1
3	+2	1d10/III	1d20	+2	+1	+2
4	+3	1d10/III	1d20	+2	+2	+2
5	+4	1d12/III	1d20	+3	+2	+3
6	+5	1d12/III	1d20+1d14	+4	+2	+4
7	+5	1d14/III	1d20+1d16	+4	+3	+4
8	+6	1d14/III	1d20+1d20	+5	+3	+5
9	+7	2d16/III	1d20+1d20	+5	+3	+5
10	+8	2d16/III	1d20+1d20	+6	+4	+6





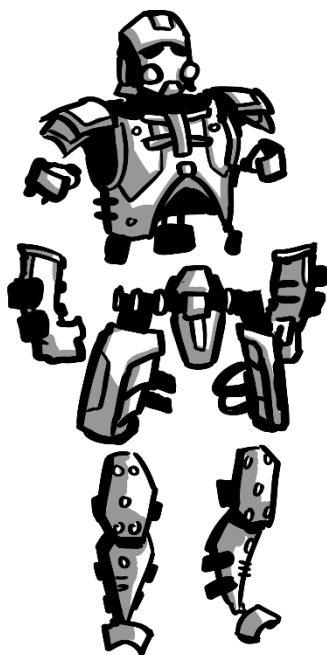
STARTING CASH

Roll 1d24	\$	Where Your Wealth Comes From.
1	1	Currently homeless
2	2d6	Living with squatters
3	3d6	Living in your car
4	4d6	Lives in the sewers under the city
5	50	Unemployed
6	150	Game Designer
7	250	Struggling Artist
8	1000	Teacher
9	1200	Normal Middle Class
10	1250	Farmer
11	1500	Paramedic
12	1750	Successful Animal Trainer
13	2000	Successful Artist
14	2500	Mechanic
15	3000	Bookie
16	5000	Scam Artist
17	7500	Linguist
18	10k	Corporate Spy
19	10k	Cat Burglar
20	25k	Just a good saver
21	40k	Healthcare Worker
22	70k	City Official
23	100k	Doctor/Lawyer
24	300k	Come from old money

ARMOR

All Characters have a base AC of 10 and gain their Agility modifier. Example: *Your Character has a base of 10 and gets a +1 for their Agility Modifier, giving them an 11 AC. You buy Padded Armor that gives a +1 AC bonus. You now have a 12 AC.*

Note: AC bonus is cumulative. However, the most one can increase their AC by with armor is a +4.



ARMOR

Armor	AC Bonus	Check Penalty	Price	Fumble Die	Speed
Gas Mask	+0	-	50	D4	
Helmet, Simple	+1	-	50	D4	
Helmet, Heavy	+2	-	150	D4	
Kevlar Vest	+3	-3	400	D6	-5'
Leather Armor	+2	-1	100	D4	
Leather Coat	+2	-	100	D4	
Ninja Outfit	+0	+0	100	-	
Padded, Light	+1	-	25	D4	
Plastic Armor	+3	-2	125	D6	
Shield, Riot	+2	-1	500	D6	-5'
Shield, Simple	+1	-	75	D4	
Steel-Toed Boots	+0	-	75	D4	
Trench Coat, Simple	+1	-	50	D4	
Football Pads	+2	-2	120	D6	-5'
Bulletproof vest	+3	-4	2000	D8	-5'
Tactical Survival gear	+4	-5	25000	D8	-5'

MELEE WEAPONS

Weapon	Damage	Range	Cost	Notes
Axe, Heavy	d10	25	75	Heavy. Two-Handed
Axe, Light	d6+1	40	30	Medium
Baseball Bat	d6	-	25	Light
Baseball Bat, Wooden w/ Nails	d6+1	-	15	Light
Brass Knuckles	d6	--	10	Light. Added to punch damage
Chain 5'	d6-1	-	5	Light.
Club	d6	--	10	Light
Crowbar	d6	10	5	Light.
Dagger	d6-1	50	20	Light
Explosives	3d6/charge	20	200/charge	Requires Demolitions. Full damage within 10' & ½ damage within the next 10'. AGI check to take ½ damage. Ignites targets
Flail	d8	-	200	Medium
Hockey Stick	d6	-	50	Light
Knife, Machete	d6+1	30	30	Medium

Knife, Small	d4-1	50	-	Light
Maul	d10	-	350	Heavy. Two-Handed.
Nightstick	d4	--	25	Light
Nunchaku	d6-1	-	30	Medium
Pepper Spray	Stun	--	20	Light. Stun for 2 rounds
Pole Arm	d8	-	200	Heavy. Two-Handed
Sai (pair)	d6	30	50	Light
Screwdriver	d4	-	2	Light
Spear	d6	15	40	Light
Staff	d6	--	30	Light
Stun Gun	Stun	--	35	Light. Stun for d4 rounds
Sword, Katana	d6+1	-	1000	Medium.
Sword, Short	d6	--	150	Medium
Sword, Long	d8	-	300	Medium. Two-Handed
Trident	d8	20	150	Medium. +1 to attacks underwater
War Hammer	d6+1	30	100	Medium
Whip	d6-1	-	15	Medium. Reach 5'

RANGED WEAPONS

Weapon	Damage	Range	Am- mo	ROF	Cost/ Ammo	Notes
Armor Piercing Bullets	+d6	-	10	-	150	Illegal. bypasses AC
Automatic Rifle	d6+3	150	30	1-3	2000 (40)	Heavy
Bow, Short	d6	60	20	1-2	150 (15)	Medium
Bow, Long	d8	150	20	1	250 (15)	Medium
Crossbow, Light	d4+1	80	20	1	150 (15)	Medium
Crossbow, Heavy	d6+1	60	20	1	300 (15)	Medium
Flame Thrower	2d6/round	30	10	1	400 (50)	Heavy. Ignites target
Grappling Gun	d4-1	200	1	1	300	Shoots a hook and rope up to 200'
Grenade, EMP	-	100	1	1	250 each	Does 3d6 to unprotected electronics within 25'
Grenade	4d6	100	1	1	55	Anyone within 20' knocked back 10'
Grenade Launcher	-	425	1	1	1000	Has a belt that holds 4 grenades.
Hand Gun/ Pistol	d6+1	100	6	1	300 (30)	Medium
Hunting Rifle	2d6+1	200	15	1	300 (30)	Heavy
Javelin	d6	40	1	1	25	Light
Laser Pistol	2d6	600	8	1-2	8000 (200)	Heavy.
Laser Rifle	3d6	1000	12	1-3	10000 (300)	Heavy.

Molotov Cocktail	d6	30	1	1	2 each	Fire Damage 10' area Ignites target
Rocket Launcher I	6d6	1000	1	1	2000	1 use.
Semi-Auto Pistol	2d6	75	10	1-2	500 (30)	Medium
Semi-Auto Rifle	2d6+2	150	20	1-2	800 (30)	Heavy
Shotgun	3d6	30	5	1	500 (25)	Heavy.
Shuriken	d4	50	1	1-2	5 each	Light
Sling	d4-1	75	1	1	5 (0)	Light
Sniper Rifle	3d6	500	10	1	3000 (100)	Heavy. +3 to attack if 100'+ away from target
Sub-Machine Gun	2d6+1	60	20	1-3	900 (50)	Heavy.
Taser	Stun	25	15	1	250	Light. Stun for d4 rounds

ITEMS

Item	Cost	Notes
Backpack, Large	10	+4 Carried Items
Candles x10	5	20' of light
Clothes, Fancy	250	Well made, stylish suit or clothes.
Clothes, Moderate	50	Shirt, pants, shoes, socks, undergarments, etc.
Clothes, Simple	10	Shirt, pants, shoes, socks, undergarments, etc.
Computer, Data Room	Millions	Large database, system, network, etc.
Computer, Portable Hacker's	1000	+1 to Computer Skills & +2 to Computer Hacking
Computer, Wrist Mini	5000	Hologram display, w/ 2-way radio, small database.
Energy Detectors	3000	Detects one: Electricity, Heat, Kinetic, Lack of Heat, Light or Radiation.
First Aid Kit, Advanced	20	
Flashlight	5	
Flint & Steel	5	
Handcuffs	15	5 HP
Lantern	10	30' of light
Matches (100 box)	2	
Motion Sensors	1000	Detects motion within 300'
Portable Breather	300	Mask.
Radio	10	
Rations, Fancy	3	1 Days' worth
Rations, Simple	1	1 Days' worth
Rope 50'	5	+2 to Climb
Satellite Uplink	75000	GPS, internet, instant tracking & communication
Shuko	75	Climbing spikes. +4 to Climbing
Swiss Army Knife	15	Versatile tool
Walkie-Talkie (Pair)	100	2-mile range

UTILITY BELTS

Each Belt starts with 12 empty slots.

Item	Slots	Notes
Caltrops	1	20' area. Anyone walking over takes 1 damage
Cell Phone	1	
Crampons	1	
Duct Tape	1	
Flash Bang x4	1	Range: 50'. Blinds anyone within 20'
Flint & Steel or Matches	1	
Gas Mask/Rebreather	2	Advantage on Gas related checks
Glow Sticks x4	1	20' light
Grappling Hook	1	
Handcuffs	1	
Lockpick	1	+2 to Lock picking
Memory Stick	1	
Pen & Paper	1	
Rope 50'	1	
Shark Repellent	1	Will cause sharks to swim away for 1d4 turns.
Smoke Bombs x4	1	Range: 50'. Causes blindness in a 20' area
Tool Kit (Advanced)	3	3 Screwdrivers, 4 wrenches, pliers, magnet, head lamp, clamps, bolts, nuts, screws, etc.
Tracers x2	1	1-mile range
Walkie Talkie x1	1	

GADGETEER ITEMS

Gadgeteers are masters of tinkering with simple devices and weapons and changing them into multi-usage tools or dangerous killing machines. They can try to jury-rig just about anything mechanical. Judges should allow reasonable creativity when Gadgeteers create or upgrade items.

At each level, Gadgeteers can upgrade either their Armor, Gun, Boots, Head Gear or Gloves up to the maximum number of upgrades available (See chart below for details). They can also upgrade 1 item per gaming for either a player character or a non-player character.

Level	Max total # of personal upgrades
1	2
2	4
3	6
4	8
5	10
6	12
7	14
8	16
9	18
10	20

GADGETEER ITEMS

ARMOR UPGRADES	
Armor Plating	+2 AC
Body Spikes	+1 to AC, anyone that hits you with a hand to hand attack takes 2 damage
Force Field	Creates a force field around you that gives you +1 AC & has 10 HP (5-minute recharge)
Gliding Suit	Can glide and may make a DEX check when falling to take no damage (you take ½ damage if you fail)
Hydraulics	+2 STR
Jet Pack	Requires 4 th Level: Can use for 1 minute. While active you can Jump 50' or fly at 10' Move (needs to recharge for 5 minutes)
Nano-Repair Bots	Requires 4 th Level. You can take an action to repair d6 HP to one of your gadgets or to begin to repair a gadget. The time it takes to repair varies by item. You can only fix one thing at a time.
Parachute	
Radar	Cannot be surprised, +2 to Initiative
Shielded	The Armor is protected from EMPs and electrical disruption
Spider Legs	Requires 6 th Level. Attached to back. Retractable. Adjustable length (10'-20'). When out: Can climb walls & ceilings, +5 to Climb Checks.
Spotlight	Mounts on the shoulder. Telescopes out up to 60'.
System Computer	Requires 4 th Level: You have an intelligent computer system that assists you. It will talk to you and sometimes gives you important information.

GADGETEER ITEMS

GUN UPGRADES	
Armor Casing	Your gun is reinforced. It has Toughness +3 and has 20 HP. It can be used to parry.
Basic Gun Upgrade	Requires 4 th Level. +80' to Range, +2 damage & ROF becomes 1-3.
Boomerang	Use an action to return your Big Gun to your hand within 1000'.
Flame Thrower	Range: 30' Damage: 2d6/ Round + Ignites target. 6 Shots.
Grenade Launcher	Requires 3 rd Level. Ballistic. Damage by grenade. Holds 6 grenades. Range: 120'
Heat Seekers	Ballistic. 10 Rounds. Shoot as Basic Gun. +4 to hit the target if it emits heat & it deals +2 damage.
Laser Gun Upgrade	Requires 6 th Level. +100' to Range, +d6 damage.
Mega-Weapon	Requires 8 th Level. +10 damage. Once every other round.
Rocket Launcher	Requires 4 th Level. Range. Ballistic. Holds 4 missiles. Range: 1000'. Damage: 4d6 in a 10' area.
Shielded	The Big Gun is protected from EMPs and electrical disruption
Target System Upgrade	+1 to range attacks

GADGETEER ITEMS

BOOTS UPGRADE	
Blade	Additional d4 damage.
Bounce Boots	Springs release for +10 to Jump.
Caltrop Droppers	Releases a 10' area of caltrops that do d4 damage when stepped on.
Flippers	Doubles underwater maximum Move.
Level Boots	Small thrusters' level you when you fall, so always land on your feet. Negates any fall damage below 50'.
Levitation	Requires 3 rd Level. You can float up to a 1' in the air for up to 5 minutes (24-hour recharge)
Quiet Boots	+4 to Stealth
Quick Boots	Doubles maximum Move.
Rocket Boots	Requires 5 th Level. Can jump 40' (needs 1 minute to recharge)
Shielded	Boots are protected from EMPs and electrical disruption
Wall Walker	Requires 3 rd Level. Can walk on walls and ceilings (1/2 Move maximum)

GADGETEER ITEMS

HEAD GEAR UPGRADES	
Armored	+1 to AC
Basic	+6 to Listen checks, small radio (2 miles), voice recorder
Radio System	Advanced radio system (100 miles), recorder, Microphone extension.
Voice Modulator	Can change voice, amplify your voice & throw voice. Microphone extension.
Infra-Red	Can see heat and movement
Reverse Camera	You can see behind you.
Targeting System	+2 to range attacks
X-Ray Goggles	Gives you the ability to see through clothes and thin walls.
Language Translator	Translates spoken languages within 300'

GADGETEER ITEMS

GLOVE UPGRADES	
Claws	Retractable 18" claws that do d6 damage.
Finger USB Drive	USB Drive, information storage, basic encyclopedia
Flame Punch	Melee attack releases a short fireball from the knuckles. Deals d8 damage (30 seconds to recharge)
Garrote	10' of piano wire that does d4 + STR damage
Knuckle Spikes	Adds d4 damage to punches
Laser Finger	Requires 2 nd Level. Energy range attack Range: 40' Damage: d4+1 ROF: 1
Laser Palm	Requires 4 th Level. Energy range attack Range: 120' Damage: 2d6 ROF: 1-2 Needs to recharge for 1 minute to reuse
Stun Gun	Stuns the target for 1 minute
Thieves' Gloves	+3 to Sleight of Hand attempts.



NINJA BEAT 'EM UP!

Level 0 funnel

THE TANAKA FAMILY IS JUST ONE FACTION OF THE DANGEROUS IRON CLAN NINJA GANG. RAN BY THE HEAD OF THE TANAKA CLAN, MASTER JIRO TANAKA AND HIS DAUGHTER (AND GENERAL) YUKO TANAKA, THIS SECT HAS TAKEN UP RESIDENCE IN WESTERN HIGH SCHOOL IN THE PART OF THE CITY KNOWN AS "THE WAR ZONE."

THE STUDENTS AND FACULTY OF WESTERN HS ARE NOW SLAVES AND DRUG MULES, WHO MANUFACTURE, SALES AND DISTRIBUTE KRYSTLE-SMACK, A NEW STRAIN OF DRUGS, THROUGHOUT ALL OF THE CITY. KRYSTLE-SMACK IS THE TANAKA CLAN'S PRIMARY SOURCE OF REVENUE.

THE SLAVES ARE WORKED AROUND THE CLOCK, BEYOND EXHAUSTION, OFTEN UNTIL THEY PASS OUT. THEN THE INITIATE NINJAS OF THE CLAN WILL SHOOT A DOSE OF KS INTO THE UNCONSCIOUS SLAVE'S BLOODSTREAM, REVIVING THEM, ONLY TO THEN BEAT THEM UNCONSCIOUS AGAIN AS A FORM OF PUNISHMENT FOR COLLAPSING.

THIS IS WHERE THE PLAYER CHARACTERS COME INTO PLAY. THE PLAYERS PLAY AS THE PARENTS OF ENSLAVED STUDENTS. SINCE THE POLICE WON'T HELP, THOSE CHARACTERS THAT ARE BRAVE ENOUGH HAVE BANDED TOGETHER AND HAVE DECIDED TO FIGHT THEIR WAY IN, GET THE KIDS (AND POSSIBLY THE STAFF) AND FIGHT THEIR WAY OUT! IT'S BEEN DETERMINED THAT THE BEST WAY IN IS THROUGH ONE THE ACCESS HATCHES IN THE ROOF OF THE SCHOOL. SO, WHICH ONE ARE YOU GOING TO CHOOSE?

TO GET STARTED, THE PLAYERS WILL NEED TO CREATE 4 CHARACTERS EACH. FLIP A COIN TO DETERMINE EACH CHARACTER'S SEX, ROLL 3D6 STRAIGHT DOWN THE LINE TO DETERMINE ATTRIBUTES, ROLL 1D4 + STAMINA MOD FOR HIT POINTS, CHOOSE AN ALIGNMENT AND ROLL ON THE RANDOM OCCUPATION AND WEAPON TABLES ON THE NEXT PAGE.

Random Occupation Table

D50	Occupation	D50	Occupation
1	Scientist	26	Engineer
2	Teacher	27	Therapist
3	Fast Food	28	Retail
4	Human Resources	29	Developer
5	Finance	30	Insurance
6	Construction	31	Catering
7	Artist	32	Writer
8	Data Entry	33	Warehouse
9	Doctor	34	Nurse
10	Dentist	35	Real Estate
11	Banking	36	Landlord
12	Unemployed	37	Stay Home Parent
13	Student	38	Musician
14	Trucker	39	Police Officer
15	Stripper	40	Drug Dealer
16	Administration	41	Politician
17	Lawyer	42	Criminal
18	Farmer	43	Thespian
19	Pro Athlete	44	Game Designer
20	Fireman	45	EMT
21	Con Artist	46	Professor
22	Animal Trainer	47	Stunt Person
23	Detective	48	Pro Wrestler
24	Uber Driver	49	Waitress
25	Boxer	50	Heir/Heiress

Random Weapon Table

D20	Weapon/Damage	D20	Weapon/Damage
1	No Weapon	11	Plunger (d3)
2	Mop/Broom (d3)	12	Candle Stick Holder (d4)
3	Baseball (d3)	13	Baseball Bat (1d6)
4	Hockey Stick (d6)	14	Hand Axe (d6+1)
5	Chain 5' (d6-1)	15	Small Knife (d4-1)
6	Nightstick (d4)	16	Screwdriver (d4)
7	Pepper Spray (Stun 2 Rounds)	17	Stun Gun (stun d4 rounds)
8	Whip (d6-1)	18	Crossbow light (d4+1) 4 bolts
9	Hand Gun (d6+1) 6 shots	19	Hunting Rifle (2d6+1) 10 Shots
10	Shot Gun (3d6) 8 Shots	20	Re-roll Twice, keeping both results. (2 Weapons)





NINJA INITIATE

(PICTURED ON THE PREVIOUS PAGE)
INIT +1; ATK WEAPON +2 MELEE (1D6) OR
THROWN STAR +1 MISSILE FIRE (DMG 1D4);
AC 12; HD 1D8; MV 20' OR CLIMB 20'; ACT
1D20; SP NONE. SV FORT +3, REF +2, WILL +1;
AL C.

YUKO TANAKA (NINJA)

(PICTURED ON THE PREVIOUS PAGE)
INIT +3; ATK WEAPON +5 MELEE (1D6+3);
AC 13; HD 3D8; MV 20' OR CLIMB 20'; ACT
1D20; SP +10 TO NINJA VANISH, SEE BELOW.
SV FORT +6, REF +3, WILL +4; AL C.

***NINJA VANISH:** AS AN ACTION, AN IRON CLAN NINJA CAN ATTEMPT TO DISAPPEAR. THEY HURL A SMOKE BOMB TO THE GROUND, CREATING A 20' AREA OF DARKNESS. YOU MAY MOVE OUT OF THE SMOKE.

****AMBUSH:** WHEN ATTACKING FROM HIDING OR STEALTH AND THE NINJA IS UNSEEN, THEY DEAL SURPRISE ATTACK DAMAGE AT +2 DAMAGE.



JIRO TANAKA MASTER

INIT +4; ATK WEAPON +5 MELEE (1D8+2) OR THROWN STAR +3 MISSILE FIRE (DMG 1D6); AC 14; HD 4D8; MV 20' OR CLIMB 20'; ACT 1D20; SP +10 TO NINJA VANISH, SEE BELOW. MUTATED TECHNO NINJA. SV FORT +5, REF +3, WILL +4; AL C.

***NINJA VANISH:** AS AN ACTION, AN IRON CLAN SENSEI CAN ATTEMPT TO DISAPPEAR. THEY HURL A SMOKE BOMB TO THE GROUND, CREATING 20' AREA OF DARKNESS. YOU MAY MOVE OUT OF THE SMOKE.

****AMBUSH:** WHEN ATTACKING FROM HIDING OR STEALTH AND THE SENSEI IS UNSEEN, THEY DEAL SURPRISE ATTACK DAMAGE AT +3 DAMAGE.

*****SUMMON NINJA:** ONCE PER DAY, A NINJA SENSEI CAN SUMMON D4 IRON CLAN NINJA'S TO AID THEM.

⊗ = ROOFTOP ACCESS

1 - ROLL 2 TIMES ON THE NINJA PRESENT CHART.

2-4 - ENGLISH AND SOCIAL STUDIES ROOMS.
ROLL ON THE NINJA PRESENT CHART FOR EACH.

5 & 18 - SCIENCE LABS WITH 10 EXPERIMENT STATIONS EACH. THIS IS WHERE ALL THE CHEMICAL WORK IS DONE FOR THE DRUGS. LOTS OF STAFF & STUDENTS. ROLL ON THE NINJA PRESENT CHART.

6 - CAFETERIA. THIS IS WHERE THE DRUG PACKAGING IS TAKING PLACE. STUDENTS & TEACHERS, LIVING AND DEAD, ARE PRESENT HERE. ROLL 2 TIMES ON THE NINJA PRESENT CHART.

7 & 22 - LOCKERS. NO ONE HERE.

8 & 23 - RESTROOMS. EMPTY.

9 - FACULTY BREAKROOM. MASTER JIRO TANAKA AND HIS PERSONAL GUARD OF 4 INITIATE NINJAS ARE HERE!

10 - GYMNASIUM. THIS IS THE SLEEPING QUARTERS FOR THE IRON CLAN MEMBERS. HOWEVER, CURRENTLY ONLY 2 NINJAS ARE FOUND HERE, BOTH ASLEEP.

11 & 13 - EMPTY STORAGE CLOSETS.

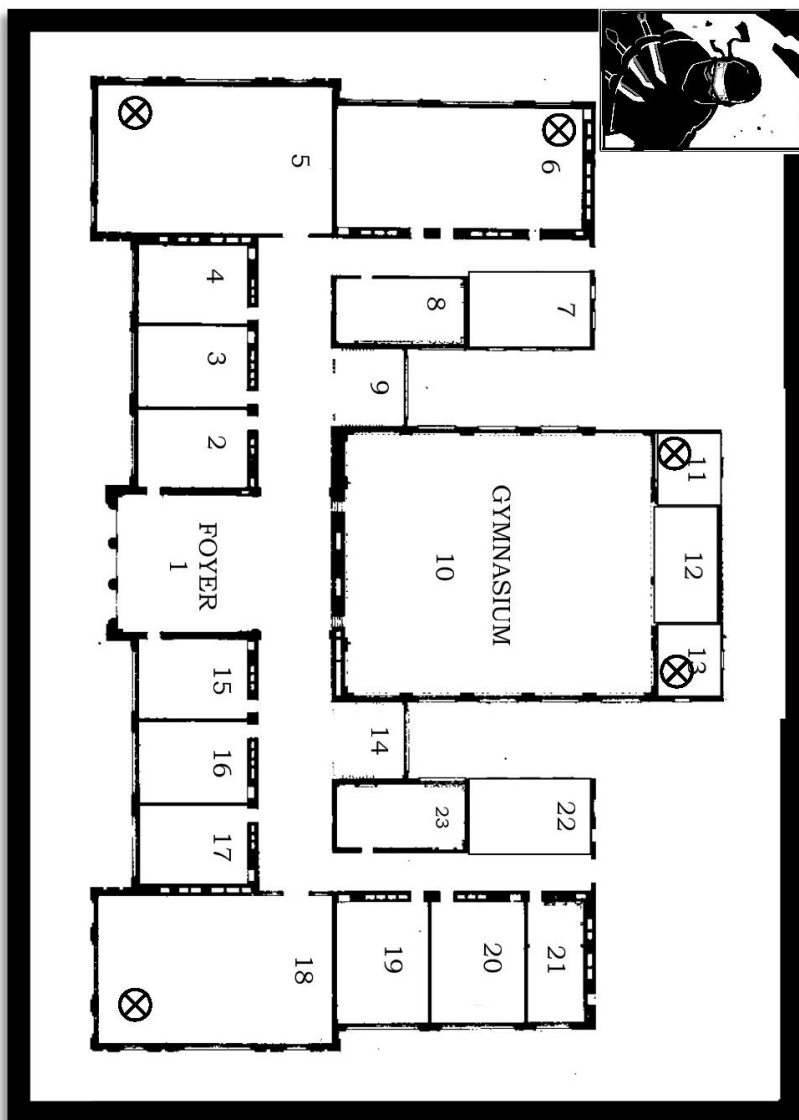
12 - STAGE AREA.

14 - SCHOOL OFFICE. IF SEARCHED, YUKO TANAKA CAN BE FOUND MEDITATING, HOWEVER, SHE CANNOT BE SURPRISED BY THE PLAYERS.

15-17 - ENGLISH AND SOCIAL STUDIES ROOMS.
ROLL ON THE NINJA PRESENT CHART FOR EACH.

19-21 - MATH ROOMS. PILES OF STINKY DEAD CORPSES OF STUDENTS & FACULTY. MOST DIED FROM TORTURE OR STARVATION.

D10 NINJA PRESENT	
1-3	NO NINJA PRESENT.
4-6	1D4 INITIATE NINJA PRESENT
7	1D6 INITIATE NINJA PRESENT
8	1D8 INITIATE NINJA PRESENT, 4 STUDENTS CHAINED TO THE WALL.
9	MAKE-SHIFT DOJO, 2D10 INITIATE NINJA PRESENT!
10	2D6 INITIATE NINJA PRESENT, 10 DECEASED FACULTY MEMBERS, TORTURE ROOM



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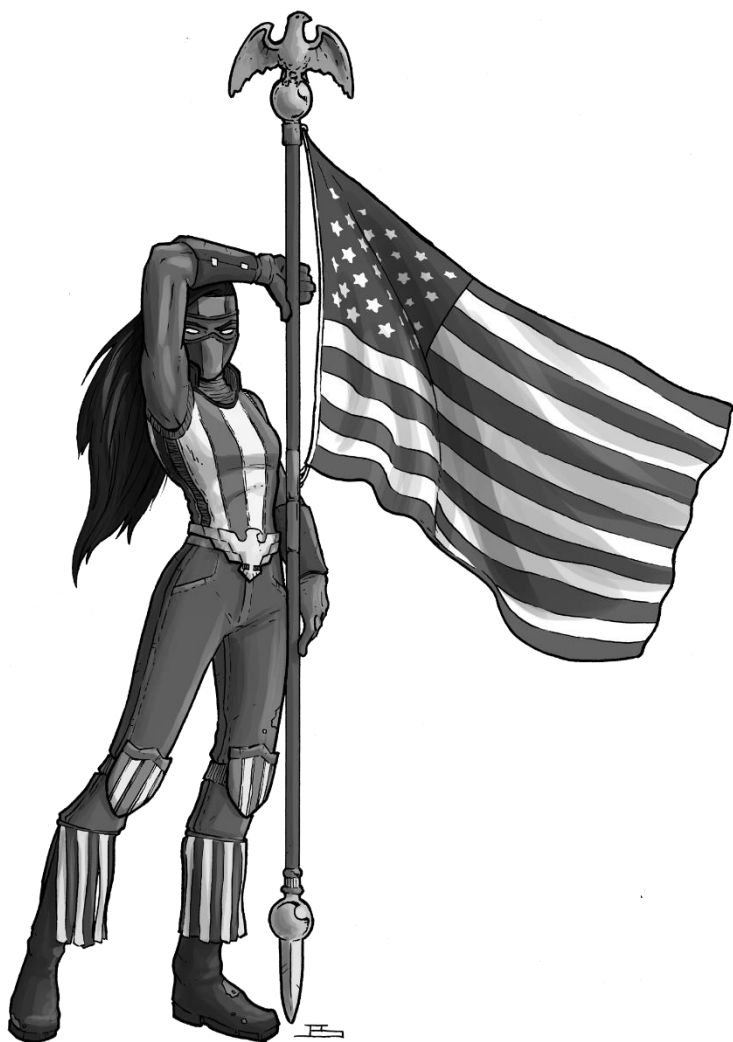
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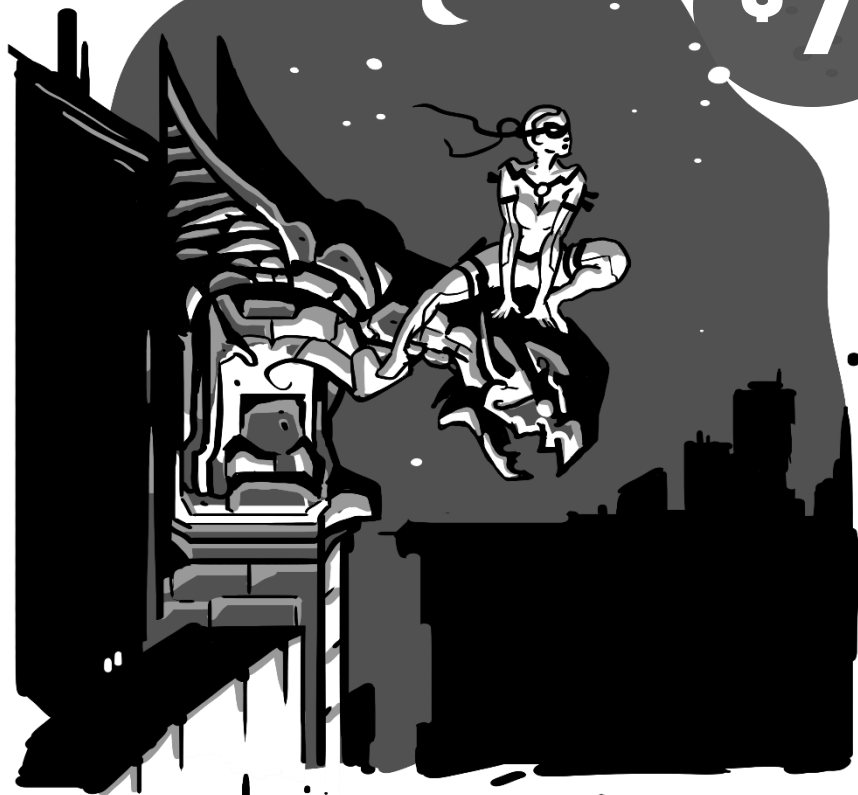








\$7



"ALONE, SILENT, SHE STALKS THE NIGHT. THOSE WHO BREAK THE LAW SHALL FEEL HER WRATH! SHE IS PROTECTOR OF THE WEAK, GUARDIAN TO THE CITY. CRIMINALS CALL HER THE DEVIL. THOSE SHE SAVES SWEARS SHE'S AN ANGEL. SHE IS EVER PRESENT, HER DEDICATION UNWAVERING. FROM HER ROOFTOP PERCH SHE WAITS, LISTENING FOR SCREAMS, SCANNING THE STREETS BELOW FOR DANGERS. SUDDENLY SHE LEAPS INTO THE BLACK OF THE NIGHT. SHE IS ON THE HUNT. VILLAINS BE WARNED! THE VIGILANTE IS COMING FOR YOU!"