

A BUNCH OF SOB's: INGENUE + SAWBONES



STREETS OF

BEDLAM

A SAVAGE WORLD OF CRIME + CORRUPTION

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INGENUUE

They saw you coming a mile away. Big ideas in your heart and a sweet smile on your lips. You'd come to the city pursuing a dream. You were going to be somebody. A star, maybe, with your face on billboards all over Bedford. The hot new thing, the fresh new name nobody can get enough of. Or maybe a serious actor, leaving your sweat, blood, and tears on the stage, giving it all every night to a packed house. Or a singer, the lead in a local headliner just one gig away from hitting the coast. Or the chanteuse melting the hearts and minds of every last soul who walks to Carlito's looking for salvation.

You were gonna be somebody.

But you got sidetracked, led down the wrong alley, seated on the casting couch, and the dream never happened. But you kept working and you kept working, knowing the stars would one day align just for you. But age has not been kind, weighing you down with wisdom and regret and fading beauty and sagging parts, and you're starting to think all the promises and will-bes the people of this city have promised you are never gonna happen. Instead of the adoration of the crowd, you settled for the affections of a married man twice your age. Instead of a penthouse, you settled for the mistress suite of some low-rent hotel.

Hey though, maybe you're still on the early end of this little trip. Maybe you still believe. Maybe, way you see it, you're still just paying dues. Everybody's got to pay them, right? That's all part of the process. This is all just truck stops along your freeway to fame. Way you see it, your brightest days are yet to come.

Sure. Sure.

PLAYING A INGENUE

You are nothing if not underestimated. You're led along on a leash of promises, of "I'm working on a thing that's perfect for you" and "I just talked to a guy about getting you some stage time, be patient." While you idle, you're brought out as eye candy, paraded in front of your sugar daddy's big, bad important friends and associates. All of whom have their own women on the side, some with stories just like yours. Ah but see, these folks, these high-and-mighty kings of vice and industry say all kinds of things around you. After all,



I HEAR THE CITY
CHANGES PEOPLE. BUT
I DUNNO, IT SEEMS
ALRIGHT TO ME SO FAR.

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what's the eye-candy gonna do? Repeat it? It's not like you understand all their plots and plans, right? Oh but you do. You most certainly do.

CREATING A INGENUE

Welcome to the city. Sit down, get comfortable. I'd like to get to know you better, find out what your special skills are.

1. THE BASICS

Ingenues begin with a d4 in all five Attributes. You get 5 points to advance them as you see fit, to a max of d12.

2. SKILLS

Ingenues have Knowledge: Specify Hometown (SWD), Notice (SWD), and Perform (SoB) with a talent of your choosing. Skills such as Streetwise (SWD) and Persuasion (SWD) befit older Ingenues but are not required.

You have 15 points to distribute between these Skills and whichever other skills you like (see the Exceptions + Exclusions sidebar though).

3. EDGES + HINDRANCES

All Ingenues get the following:

NATURAL BEAUTY (E): Your good looks have always been an asset. But they've been a burden as well. Folks underestimate you all the time because of your features. Through this, you've learned to use their prejudice to your advantage. You begin play with the Attractive Edge (SWD).

SMALL TOWN CHARM (E): Ingenues have an honest-to-goodness purity to them. Others are hip to the disarming power of folksy affectation and lay it on thick when they have to. You get a +2 to any roll where quaint speech and naivete (feigned or not) work to your advantage, such as negotiating a low price or getting some lovestruck underling to look the other way while you slip out the back.

4. CHOOSE YOUR AGE

Some Ingenues still have country air in their lungs; others have been weathered by life in the city, away from their family and far from their dreams. How about you? Which describes you best?

4a. Fresh-Faced

Look at you, your eyes are still shining. You just can't believe your fortune. Just one day in Bedlam and already you've met a nice man who, as luck would have it, is also a producer/agent/talent scout. As a starlet-in-training, you get:

FRESH OFF THE BUS (H): Every stranger is a potential new friend, nobody would take advantage of sweet innocent you, and everybody always means

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what they say. Don't worry, you'll grow out of that. For now though, your character has the Heart on Your Sleeve Hindrance (SoB).

BLINDED BY THE LIGHTS (H): Maybe you didn't step off the platform yesterday but chances are good you still have the ticket in your purse. You haven't given up on your dreams yet. That's what separates you from the old embittered broads who keep telling you you're being used and are never gonna make it. Failure does awful things to some people. You begin with the Stubborn Hindrance (SWD). You're not a quitter.

4b. Been Around the Block

You've seen things, heard things, and what hasn't been drowned in white wine spritzers or silenced by menthols sticks like glue.

First, name your "benefactor." Provide the GM with some details such as which Archetype they are, how much power they have, whether it's corporate, church, crime, or what-have-you. Second, add the following to your character:

KEPT WOMAN: You didn't trade your dreams. You sold them outright. You have a decent place, cash in your pocket, and can always use the threat of a phone call to his missus to get what you need. You start with an extra \$1000 starting cash, an apartment, and a decent car (that his wife used to drive).

CURTAIN CALL: Look, you're never gonna be the hot young celebrity with a sex tape and seven-figure movie deal but you haven't bowed yet. Promises from unscrupulous players ground your dreams into the aisle but you have one last song to sing. You fell in with a wrong guy who used your aspirations against you. As your 20s, 30s, and now your 40s whiz by, so does any chance of being happy. Or maybe not. Because years of being the pretty bimbo overhearing all the plans and names and locations have paid off. You have a good memory, and an eye for faces, and you have just about enough to put that sleazebag sleeping next to you away for good. Or take him out of the game entirely. Either way, once you have the last piece, you're getting paid.

5. DERIVED STATISTICS

Use the standard equations and bases for your Charisma, Pace, Parry, and Toughness as you would a normal character.

6. GEAR

Along with the basics, your Ingenue begins with the program from their favorite stage show or concert, a keepsake from home, a suitcase full of clothes, and \$500 starting cash.

7. PERSONALIZE

Once you're happy with your character, flip to page 49 of the Streets of Bedlam setting book and continue to Step 3.

SAWBONES

People in Bedlam have a predilection for getting into the kind of trouble that causes physical harm. While the civilians have the option of top-of-the-line medical care, men and women who come close to their fates while taking down a rival crime boss or intercepting the delivery of, say, *delicate goods* would rather not have to explain how they came about their injuries and risk exposing connections or agendas best left secret. So they call their bosses, and their bosses call you.

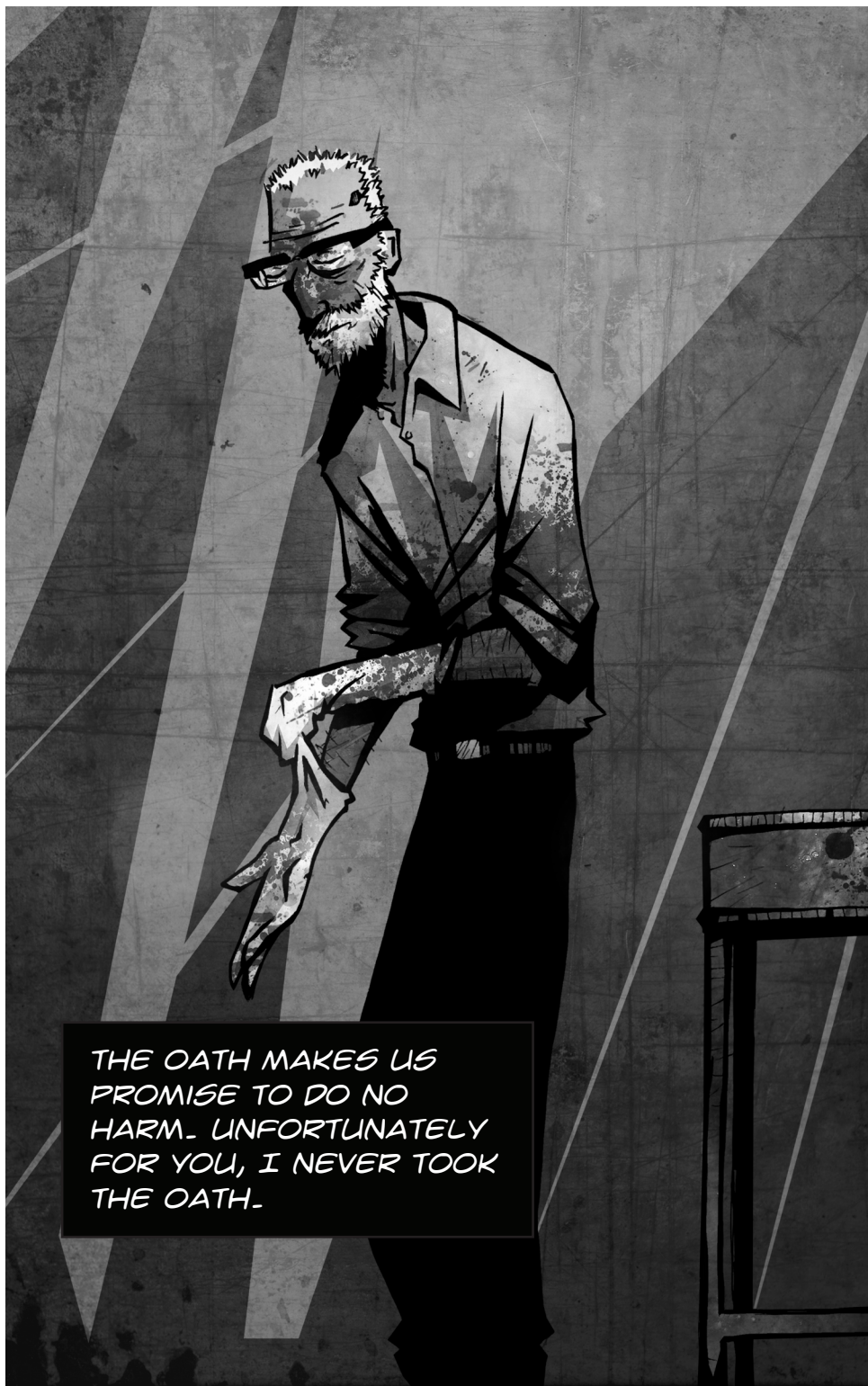
You do the work and do it well. You may even have a degree in medicine, though less often do you have a license to practice it. Piecing together shattered legs, (finding and) fixing teeth, digging out bullets, and gluing knife wounds shut is all part of a day's work.

Come night, your unique skillset is sometimes called upon to extract information from particularly resistant individuals. Amazing how a little internal persuasion can loosen the lips of even the most willful subjects. Very few can do what you do but, as your employers often remind you, you can be replaced. So you walk your thin line and do what is asked and needed of you. You'd say you're no miracle worker but, let's face it, some days that's exactly what you are. No matter how serious the injuries, you're expected to pull your patient through, even if G*d could only shrug upon meeting the task.

The big question behind every Sawbones is: how did you get roped into this? Were you the victim of circumstance, a guy with a first aid kit who was standing in the wrong place at the right time? Did you do it to help out a friend you weren't aware had criminal ties and your actions impressed his superior? The how is not something you often talk about. The less known about you, the better. You're just there for the patient. To get the work done and go home.

PLAYING A SAWBONES

Picking up that phone, you never know what mess you're walking into. Could be Tony Jr tore up his arm busting the windows out of a stolen Jag or Tony Sr took a bullet to the belly. As an accessory to numerous crimes, you often have to quiet down your sense of morality when it threatens to bubble over. Generous compensation helps, as do the sometimes beneficial ties that come with it, but some nights, the things you've done and seen keep you up.



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But you're not thinking about how you got into this mess; you're wondering how you're gonna get out.

CREATING A SAWBONES

Grab your tools, scrub in, and let's get to work. Here's what you need to do.

1. THE BASICS

Sawbones begin with a d4 in all five Attributes. You get 5 points to advance them as you see fit, to a max of d12.

2. SKILLS

Sawbones have Healing (SWD), Knowledge: Medicine (SWD), and Notice (SWD). Fighting (SWD) and Persuasion (SWD) help but are not required.

You have 15 points to distribute between these Skills and whichever other skills you like (see the Exceptions + Exclusions sidebar though).

3. EDGES + HINDRANCES

All Sawbones get the following:

APPRECIATIVE PATIENT (E): You save a man's life, no matter what half-assed methods and impromptu tools you use, he's going to think highly of you. Because of this, you have a contact you can call on to help you out, maybe get you out of jobs, or help cover up when something goes wrong on the operating table. Detail this person, including Archetype and/or affiliation (such as the police department or a crime family), and give those details to the GM.

IN THE POCKET (H): You are at the beck and call of someone with a less-than-stellar public reputation. You must avail yourself to the whims and needs of this person at a moment's notice. Most of these calls will be of a medical nature but some may be favors of another type. Detail who this person is and give those details to the GM. For this, you are compensated with an extra \$1000 a month.

4. CHOOSE YOUR BACKGROUND

As a Sawbones, you know what you need to know about patching up pieces but that doesn't necessarily mean you were formally trained or are currently licensed. You may be though, which brings a whole other world of trouble along with it. So tell us, doc, which are you?

4a. Guy Who Knows a Thing or Two

You're just somebody who learned a few things beyond bandages and rubbing alcohol. Maybe you're in a profession related to human medicine—such as a veterinarian—or maybe you're a med school drop-out. Maybe you're a properly-trained doctor who lost or never received licensure. No matter, you learn on your feet and you get the job done.

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DONE MORE WITH LESS (E): You're used to working with the wrong tools, low supplies of medicine, in hectic environments, without trained assistants, and with a mob boss breathing down your neck to "bring his son back from the dead already!" You get benefits similar to the Mr. Fix It Edge (SWD) except your bonuses apply to medical-related procedures.

RUNNING OUT OF LUCK (H): Look, you've done alright so far. You have a basic knowledge that's kept your head above water and saved the lives it needed to save. But you're no doctor. And sometime soon, you're gonna get called upon to reverse an impossible situation. It'll be important too. Someone's goddaughter will have been caught in the crossfire, a beloved pet crossed the road at the wrong time, etc. And you're not going to know what to do. The patient will die and the eyes and blame will fall to you.

4b. Medical Professional

You're a properly-trained doctor, got a degree and everything. You may be a new resident hoping to land at a top hospital, or maybe you run a mom-and-pop practice in the country. Could be you've retired and were looking forward to a life of luxury before that fateful phone call. You get:

MIRACLE WORKER (E): Your formal training and practical experience serves you well. Sometimes, considering the restrictions you're under, you manage to surprise even yourself. If ever you fail a key moment in a procedure, you can spend a Benny to reverse your fortunes. No re-roll needed; the roll is automatically successful. If you like, you can roll to see if you get a Raise (failure on that roll doesn't negate the automatic success though).

REPUTATION TO UPHOLD (H): In the light of day, you're a respected medical professional. A family doctor or maybe a surgeon held in high esteem. And it'd be a shame if your association with certain disreputable individuals were to be made public. Someone you know is aware of your sideline business and is going to come to you soon to extort money in exchange for their silence. It'll be up to you how you're gonna handle this.

5. DERIVED STATISTICS

Use the standard equations and bases for your Charisma, Pace, Parry, and Toughness as you would a normal character.

6. GEAR

Along with the basics, your Sawbones begins with a black bag full of basic medical supplies, a small gun of their choosing, and \$500 starting cash.

7. PERSONALIZE

Once you're happy with your character, flip to page 49 of the Streets of Bedlam setting book and continue to Step 3.

KEY CHARACTERS

Just as each Archetype in the *Streets of Bedlam* corebook has a Key Character associated with it, the Ingenue and Sawbones do as well. Here are the NPC write-ups for Jessica and Harrison, the characters depicted in the illustrations earlier.

JESSICA (THE INGENUE)

Jessica Casey came to Bedlam with dreams of becoming a star of the stage. After a few acclaimed runs in her hometown theater, she decided to leave her college classes, where she was studying world history, to get serious about what she told others was “her calling in life.”

Jessica’s a sweet girl, holds to traditional values. She loves G*d and America. Her greatest honor in life is having a brother who is serving in the military. You could put this girl on a postage stamp.

She wasn’t in Bedlam more than an hour before someone swept her up. In this case, it was Vittorio Dinunzio, head of the eponymous crime family. Vittorio has a silver tongue with a taste for apple pie. He sold her on a promise of fame. As an investor in Bedford’s Lamarr Theatre, Mr. Dinunzio gets Jessica all kinds of auditions. He even manages to secure her a minor role or two now and then.

In order to help Jessica focus on honing her craft, the boss set her up in a one-room apartment along the river. He visits her a couple times a week to talk strategy and help plot her star chart. As a show of appreciation, he only asks for confidentiality—and companionship.

Jessica’s no fool. She knows she’s being used. She knows who Vittorio is—something she realized a little too late. Every day she gets deeper into whatever it is she’s in. As the chances of her getting out dwindle, she becomes more and more desperate to regain her independence. Still though, part of her can’t help but hope this allows her to catch a big break.

Jessica Casey

A small-town girl looking for fame and adoration in the big city.

ARCHETYPE: Ingenue

RANK: Novice

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

SKILLS: Knowledge: Dayton Ohio d6, Notice d6, Perform: Acting d6 (Spirit), Perform: Singing d6 (Spirit), Streetwise d6

Charisma +2, Pace 6, Parry 2, Toughness 6

HINDRANCES: Heart on Your Sleeve, Stubborn

EDGES: Attractive, Small Town Charm

HARRISON (THE SAWBONES)

Harrison Banks had designs to enter the medical profession. He studied hard through high school, worked diligently through college, and was accepted into a reputable med school. Everything was on track for the young man to have a brilliant career. Now in his 70s, Harrison can tell you with some clarity just how everything went so horribly wrong.

In his 20s, while in med school, Harrison began to experiment with drugs. His favored escape ticket was LSD but he dabbled in others as well. He began to prefer these extended trips away to the mundane banality of classes and coursework. He soon flunked out.

In his 30s, long out of the recreational drug phase but suffering from deep depression, Harrison fell heavily into alcohol. He drank away most of that decade.

It was in his 40s, during a bar fight gone bad, that Harrison's life suddenly changed course. One of the Giletti family's boys, Tino Valentinelli, started some shit in what used to be Evie's Tavern on the Waterfront. Tino got stabbed numerous times before the assailants, realizing who the guy was and what his connections meant, fled the scene. One of Tino's friends begged for somebody to help. Harrison, barely sober and in a fit of bravado, volunteered.

The man couldn't heal the wounds proper but he was able to staunch the bleeding and get Tino stable enough for the ambulance to take him away for proper medical care. While Harrison was content to return to his life of drinking and occasionally working the phone at some mail-order office supply firm, the Giletti heads took notice of what Harrison did for them. They made contact and eventually recruited Harrison into the fold as a "field doc" for when one of their boys gets into trouble.

It's a high-stress gig but the pay is steady and the booze is free. It's everything Harrison could ask for.

Harrison Banks

A former med student-turned-career alcoholic who now stitches up Wannabes, Bosses, and those in between.

ARCHETYPE: Sawbones

RANK: Novice

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

SKILLS: Driving d6, Healing d8, Knowledge: Medicine d6, Notice d6, Persuasion d4, Streetwise d6

Charisma 0, Pace 6, Parry 2, Toughness 4

HINDRANCES: In the Pocket, Running Out of Luck

EDGES: Appreciative Patient, Done More with Less

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A BUNCH OF SOBs: INGENUE + SAWBONES

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