

Mustache Force

VERSION 1.0
COLLIN TERRELL



Elevator Pitch:

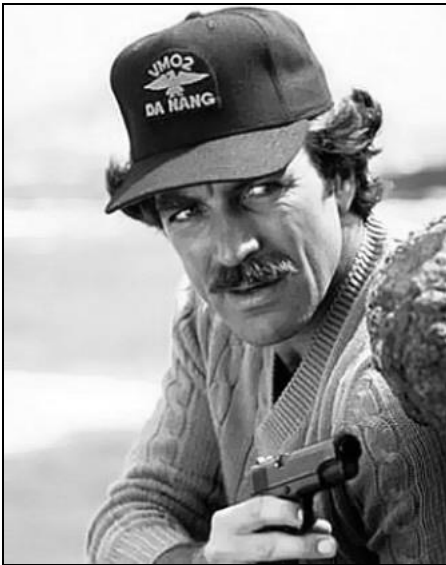
Tom Selleck. Domestic Beer. Guitar licks. Unlimited ammo. Heather Thomas held prisoner on Sex Island. Go!

Setting:

You are a member of Mustache Force, an elite band of not-giving-a-damn cops with kick-ass mustaches who like to shoot law bullets and make love-time with their man-parts.

America City is your jurisdiction. It's the biggest, best and baddest city in the world and it takes uber-men like you to keep that motherfucker in line! Crime loves a wimp, so don't be a wimp! Kick crime in the taint!

Enough blabbing: grab a piece, get a piece and keep the peace! DO IT NOW!



Character Creation:

Every character in *Mustache Force* must be a man. With a mustache. Deal with it, ladies.

Only the enemy wears beards and filthy sideburns. Don't let me catch you with that crap on your chiseled, Adonis-like face!

Need more help figurin' out what to do? Check out these handsome bastards, and if you're still confusticated, go watch some of the damn movies recommended in *Appendix D* (which is where I left *your* appendix after I karate-kicked it out of your soft, lumpy midsection). If you can't unfuck yourself by then, go play *My Little Pony: Friendship is Magic*.

The Chevron:



Bushy without being stupid, the Chevron is a healthy, badass 'stache for a healthy badass man. The Almighty Selleck would heartily approve of this one.

The Dali:



What, are you gonna do some magic tricks? Make that shit disappear and replace it with something manly!

The Dirty Sanchez:



Hola amigo! *Dos cervezas por favor!* See, we *can* be multi-cultural up in here.

The English:



Your shit's waxed tighter than a boatswains bung, or Bob's your Uncle, whatever that means.

The Freestyle:



What the fu... Oh hell no.

The Fu-Manchu:



Hmm, I don't know about you... I guess you can stick around, but just so you know we only speak American at this table.

The Handlebar:



You're an old-fashioned guy with old-fashioned tastes. You got fancy words for things, like saying "pugilism" instead of "ass-kicking" but since you aren't afraid to roll up your sleeves and put up your Dukes, you're ok with us!

The Horseshoe:



This is a proper Cowboy mustache. You've got nothing to worry 'bout, pardner, you have the look of a natural born goddamn leader.

The Hitler:



Don't you dare motherfucker!

The Imperial:



Well, your Highness, aren't you impressed with yourself?

The Musketeer:



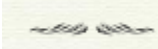
Normally I can't stand a flavor saver, but we'll let you keep yours because you look like you just beat David Beckham to death with your bare hands and tore his face off so you could sew it over your own ugly mug. Well played.

The Natural:



Nothing says "LARGE PENIS HERE" quite like a man who can grow a perfect 'stache without dumping pomade all over it.

The Peach Fuzz:



Seriously!? Are you really trying to play my game?!?! Thomas W. Selleck, I hope you're really trying and you didn't just shave your shit down to piss me off!

The Pencil(dick):



Hey Romeo, don't you know that the ladies like to have something they can tug on while you eat their tonsils out?

The Walrus:



Kind of, I don't know, icky. How old are you? Every time you and your lady do the face tango she says you "taste like dad". Is that really what you were going for?

Edges, Skills & Hindrances!

Edges:

The following Edges are not permitted in this setting because they don't make any goddamn sense: *Arcane Resistance, Champion, Giant Killer, Holy/Unholy Warrior, Noble, Soul Drain, Wizard.*

Beast Bond and *Beast Master* are both *Manimal Edges* now (see below).

Arcane Background: Machismo

There is a force in the universe that only men can tap into and this force is called *Machismo*. *Machismo* is the indefinable, ineffable, ineffuckinwhatable force of man-ness that encourages chest hair growth, muscle tone and the production of irresistible pheromones. Some guys got it; some guys don't; and those that do are the Kings of Now.

Those endowed with a surplus of *Machismo* are capable of amazing physical feats. Characters with this Edge can select 2 novice *Machismo* powers and receive 10 Power Points. Additional powers and Power Points are purchased with more Edges. In addition, the character should invest some points in the *Machismo* skill, which is used to activate *Machismo* powers.

See Appendix A for a full list of *Machismo* powers.

Arcane Background: Manimal

Your sexuality is so primal and raw that you can actually turn into an honest to god animal. A character with this Arcane Background can also select special *Manimal Edges* (see below).

Manimals begin play with 1 novice Animal Form and 10 Power Points. Additional powers and Power Points are purchased with more Edges.

Manimal powers do not require a skill test to activate.

See Appendix B for a full list of *Manimal* powers.

Lady Radar

You have amazing lady sense. When you concentrate, you are able to detect the presence and precise location of any females within a *Spirit x2* radius. This ability works through walls.

Shut Up, I'm Awesome:

You produce so much raw Awesome you could power an entire city block. Whenever you roll a *Double Raise* on a Trait or Skill check, consult the table below for a special reward:

Die Roll	Reward
1	<i>God Tips You:</i> \$100 mysteriously falls out of the sky
2	<i>Awesome Luck:</i> Gain a <i>Benny</i>
3	<i>Residual Awesome:</i> the character of your choice (besides yourself) gains a <i>Benny</i>
4	<i>Go Again:</i> immediately take another action without incurring a multi-action penalty
5	<i>Power Up:</i> if you are a <i>Manimal</i> or have <i>Machismo</i> -powers, gain 1d12 Power Points
6	<i>Wild Man:</i> your <i>Wild Card</i> die increases to a d12 for the next 3 rounds

Of course there's also a downside. If you ever roll natural *Double Ones* (a 1 on both your Trait die and your *Wild Card* die) lose all of your *Bennies*. Those who live by the Awesome, die by the Awesome.

What's Your Sign?

Characters with the *What's Your Sign?* Edge can spend a *Benny* to channel the Power of the Zodiac to produce a random, astrological effect. Oftentimes, the result will radically alter the character's circumstances – and not always in a good way.

Die Roll	Sign	Effect
1	Aquarius	Look at the big brain on you! For the next hour your <i>Smarts</i> die is increased by one die type.
2	Pisces	There's a lot of fish in the sea, brother. The next time you fail a <i>Charisma</i> -based Skill check, gain a <i>Benny</i> .
3	Aries	All dudes in a <i>Large Blast Template</i> area centered on the character become uber aggressive pricks and go <i>Berserk</i> on each other for the next 3 rounds.
4	Taurus	Maybe it's the perfume she's wearing but suddenly you can't concentrate for shit. Suffer a one-step decrease to your <i>Smarts</i> die for the next hour.
5	Gemini	Whoever you are interacting with suddenly undergoes an extreme personality change – friendly people become aggressively hostile and mortal foes become drinking buds.
6	Cancer	<i>She's got you in her claws, bro!</i> You find yourself suddenly unable to resist female attention of any kind. For the next 3 rounds, you are utter putty in the hands of any woman you encounter and will do whatever they ask, within reason.
7	Leo	You are the Alpha Male! Gain a one-step increase to your <i>Strength, Agility and Vigor</i> dice for the next hour.
8	Virgo	You used to have game, but for whatever reason you can't charm the time out of a clock. Suffer a -2 <i>Charisma</i> penalty for the next hour.
9	Libra	For some reason you have become irresistible... To other dudes! Whether it's innocent bro-mance taken to uncomfortable extremes or a trip to Brokeback Mountain, you have to take a firehose to all dudes for the next hour if you want any peace and quiet.
10	Scorpio	Your sexual mojo is irresistible! Any woman that you put the moves on in the next 3 rounds will succumb to any reasonable suggestion that you make... As long as that suggestion includes an inappropriately familiar back rub.
11	Sagittarius	You charming devil! Enjoy a +2 bonus to your <i>Charisma</i> score for the next hour.
12	Capricorn	<i>She's as cold as ice!</i> You've lost your mojo completely, dog. Suffer a one-step decrease to your <i>Strength, Agility and Vigor</i> dice for the next hour.

Wingman

Whenever you are hanging out at the bar with your buddies you're the guy who "runs interference", distracting a target's escort while your man makes his attack run. A single party member receives a +1 bonus to all *Charisma*-based rolls while you are adjacent.

Bonuses from multiple *Wingmen* stack. A *Wingman* cannot boost himself.

Manimal Edges:

This special class of Edges is only available to characters who have taken the *Manimal* Arcane Background.

Beast Bond

Per the Savage Worlds Core Rulebook.

Beast Master

Per the Savage Worlds Core Rulebook.

Deep Shift (Seasoned)

The Manimal is able to hold their animal form for twice the normal duration (2 Minutes + 2/PP).

Improved Deep Shift (Veteran)

The Manimal is able to hold their animal form four times longer than normal (4 Minutes + 4/PP).

Made Whole (Veteran)

When shifting in and out of animal form, the Manimal can make a free Soak roll to heal any *Wounds* he may have.

Quick Shift (Heroic)

The Manimal can change form as a Free Action.

Skills:

Lovemaking (Vigor):

Every real man takes as many ranks as possible in this super-important talent. Any time a bedroom maneuver is called for (and when is it ever *not* called for?) make a *Lovemaking* skill roll to determine exactly how many worlds you rock. For each raise you roll, you are able to extract one special favor from your new #1 lady friend.

Machismo (Spirit):

The *Machismo* skill is used to activate *Machismo* powers.

Hindrances:

Band of Bros (Major):

You owe a deep and serious debt to your bros and will not allow anything to get in the way of this Sacred Bond. You will do whatever it takes to save the lives of your fellow party members, even if this puts you in harm's way. If you are ever forced to make a choice between completing a mission and protecting one of your buddies, you will always take care of your bro first.

Poon Hound (Minor/Major):

It's totally normal to love the ladies, but your guy can barely contain himself around the fairer sex. Characters with the minor version of this edge suffer a -2 penalty to resist any *Persuasion* or other *Charisma*-related skill test where a woman is involved. Characters with the major *Poon Hound* Hindrance find females virtually impossible to resist, suffering a -4 penalty. When they say "come", you'll say "I just did".

Gear!

All characters begin play with \$500 to spend on cologne, a fly suit and a roscoe.

Weapon Name	Cost	Effect
Stick	\$10	STR + d4 damage
Knife	\$25	STR + d4 damage
Lady Gun	\$100	5/10/20 range; 2d6 damage; one shot; concealable
Gun	\$250	12/24/48 range; 2d6+1 damage; AP: 1; Revolver
Big Gun	\$300	15/30/60 range; 2d8 damage; AP: 2; Semi-Auto
Uzi	\$300	12/24/48 range; 2d6 damage; ROF: 3; AP: 1; Full Auto
Hunting Rifle	\$300	24/48/96 range; 2d8 damage; AP: 2
Compound Bow	\$200	12/24/48 range; 2d6 damage
Crossbow	\$250	15/30/60 range; 2d6 damage; AP: 2; 1 action reload
Shotgun	\$350	12/24/48 range; 1d6-3d6 damage

Stick: A real man doesn't need no bullets. He can settle all his differences with a good, tough stick. Hickory is the best for switchin'; oak for puttin' people in the ground

Knife: Sometimes when you embarrass a wimpy guy in public, he'll pull one of these on you. Punch him pretty much anywhere and he'll drop it, then you can use the knife to carve some fake ab lines on that wimp's doughy skin.

Lady Gun: These fit nicely in a purse, not that you'd have any idea what that is.

Gun: This is a tool. You are the craftsman.

Big Gun: Now we're talkin'. This Man Gun kills Wimps dead.

Uzi: Don't let the cute exterior fool you, if you squeeze one of these noise machines off in a wimp's face, they'll look like they got mauled by 100 tigers.

Hunting Rifle: One of these in each hand oughta' do.

Compound Bow: For aficionados of the *Greatest Game*, nothing beats man-hunting with a big-ass bow.

Crossbow: A Bow that thinks it's a Gun? Why not. This is about as "Alternative Lifestyle" as you get.

Shotgun: For when you're done messing around.

Miscellaneous Gear	Cost	Effect
Action Pants	\$100	Fully breakaway trousers with a spandex crotch to enable high-kicks. +1 to recover from <i>Shaken</i> .
Cologne	\$20	Smell like you mean it
Nachos	\$5	They're just yummy
Liquid Awesome	\$5	The most popular energy drink in the world. Drinking one of these removes a <i>Fatigue</i> level.
Fly Suit	\$300	You look so good, other suckers suffer a -2 penalty to hit you.
Super Fly Suit	\$750	Damn, you levitatin'! Fools suffer a -4 penalty to hit you.

Gameplay

Healing:

The only way to heal wounds in this game is to do the following:

- Sit down on anything that isn't a chair
- Smoke a cigarette
- Listen to saxophone music

For every hour you spend doing this uninterrupted you heal 1 *Wound*.

OK I don't get it. How am I supposed to play this setting?:

What you need me to spell it out for you? Roll up a character in less than 2 minutes and get in a fight real quick. If any plot gets in the way, punch it in the ovaries. If people aren't having fun at this point, either get some new friends or add something stupid to the mix, like a Furry convention gone wrong or a toxic waste spill at a lube factory.

You still need some help? OK, here's your one freebie:

You and your buddies are a bunch of no-holds-barred super cops and action-machines. You all hang out someplace cool, like a shots-only bar or a hilariously dysfunctional police station. When people in



America City have problems, they show up and complain until you either A) punch them quiet or B) go out and kick the junk off of whatever it is that causing the problem. Rinse, repeat.

Wear it with Pride!

Any player who has an actual honest to god mustache gains a free *Benny* at the beginning of every game session. Any player wearing a fake mustache... Well I guess they can have one too, but they have to leave the damn thing on the whole time!

Women:

Any woman who actually sits down and plays this for 15 non-ironic minutes automatically wins. Seriously, stop playing and go do something funner.

Monsters!

The world is full of people who hate your animal magnetism. Feel free to pummel these losers into the dirt if they get in your way.

Goon:

Your run-of-the-mill, low-grade thug. These guys provide muscle for law-breakin' scum. They usually wear some kind of stupid costume to let everyone know they work for the bad guys.

Goon				
Strength: d4	Smarts: d4	Agility: d6	Spirit: d4	Vigor: d6
Pace: 6	Parry: 5	Toughness: 5	Shoot/Fight: d6	
Gear: Knife (d4+d4 damage) Gun (12/24/48 range; 2d6+1 damage; AP: 1; Revolver) 2d6 dollars				
Powers: None				

Honeypot:

The Honeypot is the true downfall of every red-blooded man. These sensuous succubi should be required to carry a license for their weapons-grade feminine wiles.

Honeypot				
Strength: d4	Smarts: d8	Agility: d6	Spirit: d6	Vigor: d6
Pace: 6	Parry: 5	Toughness: 5	Shoot/Fight: d6	Persuasion: d12
Gear: Lady Gun (5/10/20 range; 2d6 damage; one shot; concealable) 2d20 dollars				
Powers: <i>Gonad Control</i> (Pass a <i>Persuasion</i> vs. <i>Spirit</i> roll or obey the Honeypot's suggestions)				

Ironic Machoman:

These evil bastards grow ironic facial hair to mock true lions like you. Their devilish beards, sideburns and mustaches give them access to a perverted form of *Machismo*.

Ironic Machomen				
Strength: d8	Smarts: d8	Agility: d8	Spirit: d8	Vigor: d8
Pace: 6	Parry: 6	Toughness: 6	Shoot/Fight: d8	Power Points: 10
Gear: Fly Suit (-2 to be hit) 1d4 dollars				
Powers: <i>Glowy Fists</i> (2 PP; 3 rounds; +2/+4 melee damage) <i>Taunt</i> (3 PP; 3 rounds; <i>Spirit</i> x2 range; target must pass -2/-4 <i>Spirit</i> check or attack the caster unarmed) <i>Roid Rage</i> (4 PP; 3 rounds; <i>Stength</i> and <i>Vigor</i> die increased by 1 or 2 die types)				

Normal Cop:

Normal Cops are wannabe awesome. They carry guns and stuff but will drop and fold neatly at the first sign of real trouble like your special lady's wardrobe does when you snap your fingers.

Normal Cop				
Strength: d6	Smarts: d4	Agility: d6	Spirit: d6	Vigor: d6
Pace: 6	Parry: 5	Toughness: 5	Shoot/Fight: d6	
Gear:				

Gun (12/24/48 range; 2d6+1 damage; AP: 1; Revolver)
Powers: <i>Lawman</i> (killing a cop is bad ju-ju; lose a <i>Benny</i> if you off a cop)

Renegade Maverick:

Renegade Mavericks are Real Men™ who turned their backs on Mustache Force to pursue their own selfishly awesome desires. They are as dangerous as dangerous gets, like Evel Knieval with radioactive King Cobras for arms.

Renegade Mavericks (WC)				
Strength: d10	Smarts: d6	Agility: d10	Spirit: d10	Vigor: d10
Pace: 6	Parry: 7	Toughness: 7	Shoot/Fight: d10	Power Points: 15
Gear: Big Gun (15/30/60 range; 2d8 damage; AP: 2; Semi-Auto) Super Fly Suit (-4 to be hit) d4x100 dollars				
Powers: <i>Kung-Fu</i> (Unarmed attacks inflict STR+d4 damage) <i>First Strike</i> (gain 1 Free Attack per round against a single foe who moves adjacent) <i>Haymaker</i> (2 PP; Cone Area; 2d10 damage; targets make a --/-2 <i>Agility</i> check to evade) <i>Glowy Fists</i> (2 PP; 3 rounds; +2/+4 melee damage) <i>Hero Jump</i> (2 PP; teleport <i>Spirit</i> x2) <i>Damage Eater</i> (3 PP; heal 1 or 2 <i>Wounds</i>)				

Super Cop:

Super Cops are Normal Cops who grew a proper mustache.

Super Cop (WC)				
Strength: d8	Smarts: d6	Agility: d8	Spirit: d8	Vigor: d8
Pace: 6	Parry: 5	Toughness: 5	Shoot/Fight: d8	
Gear: Gun (12/24/48 range; 2d6+1 damage; AP: 1; Revolver) Fly Suit (-2 to be hit)				
Powers: <i>Lawman</i> (killing a cop is bad ju-ju; lose a <i>Benny</i> if you off a cop)				

Wimp:

Pretty much anyone who isn't you fits into this description. These are regular-type jerkoffs who get caught in the line of fire all the time.

Wimp				
Strength: d4	Smarts: d4	Agility: d4	Spirit: d4	Vigor: d4
Pace: 6	Parry: 4	Toughness: 4	Shoot/Fight: d4	
Gear: 1d4 dollars				
Powers: None				

The following monsters are included for free as part of the MUSTACHE FORCE: WTF EXPANSION. Use these if you want to interject more lunacy into your game.

Aliens:

Sometimes too much Awesome is a bad thing. I know, doesn't seem possible does it? Well, America City puts out so much Awesome Wattage that it has actually attracted extra-terrestrials who feed on waves of pure, unrefined Awesome.

Aliens				
Strength: d6	Smarts: d12	Agility: d8	Spirit: d10	Vigor: d6
Pace: 6	Parry: 4	Toughness: 11 (5)	Shoot/Fight: d6	
Gear: Laser Gun (15/30/60 range; 1d6-3d6* damage; Semi-Auto; 24 Shots) Space Suit (Armor +6; Oxygen Tank) * = add 1d6 damage for each round of ammo consumed				
Powers: None				

Cyber-Ninjas:

These robotic killing machines are made by wimpy nerds in vain attempt to compensate for their complete inability to grow decent facial hair. They think making an awesome ninja cyborg will get them chicks... It doesn't. Anyway, these things are always getting out of control and need to be disassembled Chuck Norris style by men who aren't fazed by things like Science and Math. STEM educations are for the weak!

Cyber-Ninjas				
Strength: d10	Smarts: d6	Agility: d12	Spirit: d12	Vigor: d10
Pace: 8	Parry: 8	Toughness: 11 (7)	Shoot/Fight: d12	
Gear: Katana (d10+d6+2; AP: 2)				
Powers: <i>Construct</i> (+2 to recover from <i>Shaken</i> ; Immune to Called Shots, Poison, Disease, Wound Penalties; ½ damage from bullets) <i>Armor Plating</i> (Armor +4) <i>Super Jump</i> (teleport 12 spaces; 3/day) <i>Shuriken Blast</i> (2d10 damage; Cone Area; <i>Agility</i> check to evade; 3/day)				

Hipster Warlocks:

When a Hipster has grown sick and tired of being pantsed in public, he has no choice but to turn his attentions to the Dark Arts in the name of self-defense.

Hipster Warlock (WC)				
Strength: d4	Smarts: d12	Agility: d6	Spirit: d12	Vigor: d4
Pace: 6	Parry: 4	Toughness: 4	Spellcasting: d12	Power Points: 15
Gear: 1d4 Canadian Dollars				
Powers: <i>Fireball</i> (4 PP; Medium Blast Template; <i>Spirit</i> x2 range; 3d6 damage) <i>Magic Shield</i> (2 PP; 3 rounds; -2/-4 to be hit) <i>Healing</i> (3 PP; heal 1 or 2 <i>Wounds</i>) <i>Teleport</i> (3 PP per 10 squares)				

Manimals:

Manimals have so much raw sex appeal that they can actually turn into raging beasts.

Manimal				
Strength: d8	Smarts: d6	Agility: d8	Spirit: d6	Vigor: d8
Pace: 6	Parry: 6	Toughness: 6	Shoot/Fight: d8	Power Points: 10
Gear: 1d6x5 dollars				
Powers: Animal Form (Dependent upon <i>Rank</i> ; See Appendix B)				

PC Eidolon:

The living spirit of Political Correctness has manifested and is turning America City into a boring-as-hell place!

PC Eidolon (WC)				
Strength: NA	Smarts: d12	Agility: d6	Spirit: d12	Vigor: d6
Pace: 6	Parry: 5	Toughness: 5	Shoot/Fight: d6	
Gear: None				
Powers: <i>Drain Mojo</i> (Adjacent targets lose 1d4 Power Points per round) <i>Cockblock Touch</i> (+2 to hit; touch causes target to suffer a -4 to all rolls for 3 rounds) <i>Ethereal</i> (can only be harmed by <i>Machismo</i> or <i>Manimal</i> powers; can pass through solid objects) <i>Construct</i> (+2 to recover from <i>Shaken</i> ; Immune to Called Shots, Poison, Disease, Wound Penalties; ½ damage from bullets) <i>Weakness: Law</i> (anyone with <i>Knowledge</i> of the law or legal system can cause a PC Eidolon to become hung up on a point of procedure, making it lose 1 round of actions)				

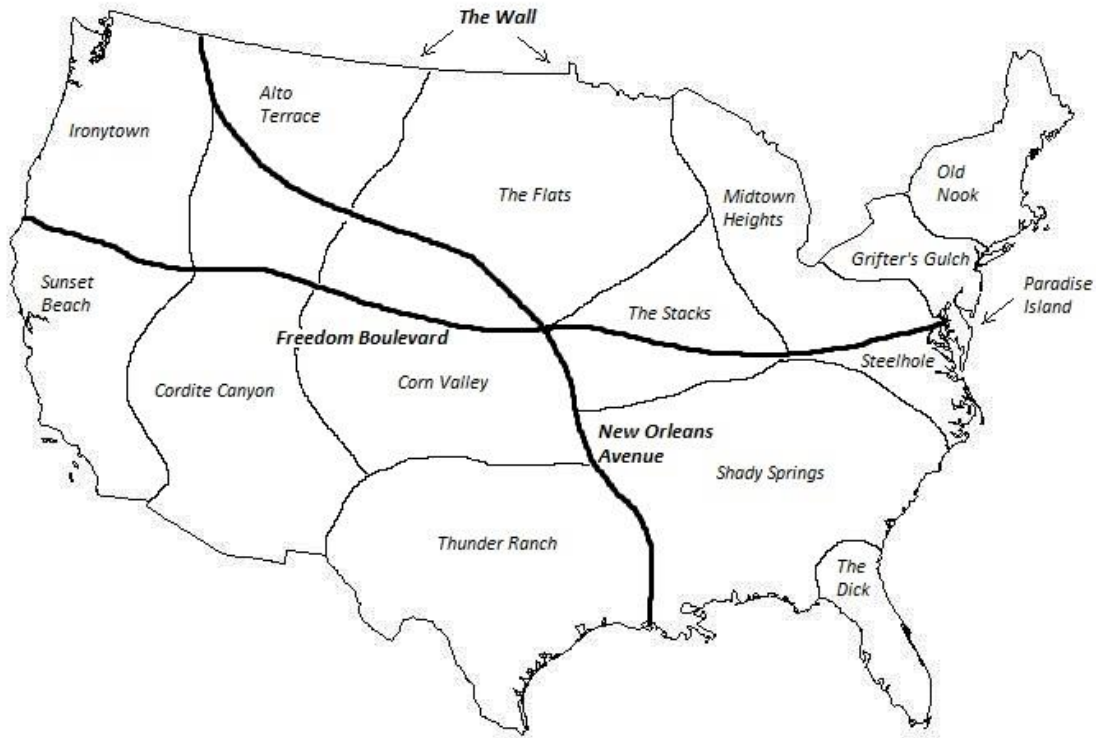
Zombies:

Zombies are Wimps who are too stupid to stay dead. All they want to do is keep shopping and going to McDonalds – even from beyond the grave!

Zombie				
Strength: d6	Smarts: d4	Agility: d6	Spirit: d4	Vigor: d6
Pace: 4	Parry: 5	Toughness: 7	Fighting: d6	
Gear: Seriously? How about raggedy-ass zombie clothes				
Powers: <i>Fearless</i> (immune to intimidation) <i>Undead</i> (+2 <i>Toughness</i> ; +2 to recover from <i>Shaken</i>) <i>Weakness: Music</i> (in the presence of music, the Zombie must pass a <i>Spirit</i> check each round or start dancing <i>Thriller</i> -style. This causes the Zombie to suffer a multi-action penalty for all actions)				

Atlas!

WELCOME TO AMERICA CITY, CITIZENS! LOVE IT OR GET THE FUCK OUT!



This game takes place in a really big, walled city that's shaped just like America. Go figure! Some brainiacs believe that there's other stuff outside of America City but who the hell really knows or cares – everything Awesome already happens here!

Alto Terrace

Situated on a hill overlooking the rest of America City, Alto Terrace is an affluent neighborhood that attracts successful folks from neighboring Sunset Beach and Ironytown. Security is important to the residents of Alto Terrace. In addition to an already strong police presence, citizens here have pooled money to hire additional “rent-a-cops” to keep undesirable elements from Cordite Canyon and The Flats out of their gated communities.

Cordite Canyon

This run-down neighborhood is littered with dive bars, corner stores and failed businesses. Gangs pretty much run in the open in Cordite Canyon and the residents of this troubled district take personal defense very seriously. Every pick-up truck sports a gun rack and openly carried firearms are the absolute norm. Folks around here prefer street justice to the real thing and won't bat an eye if someone burns down a pack of drug dealers for some extra spending cash.

Corn Valley

Corn Valley is home to solid and decent folks. It's boring as fuck. This part of town is mostly residential and suburban, with large lots, strip malls, schools and churches all over the place. If Corn Valley has any claim to fame it would be the fact that it is home to the largest parks in America City, including the gargantuan theme park *Billbytown*, make-believe kingdom of the cartoon icon Billby the Duck. About once every decade or so Billbytown gets blown to shit in some irresponsible gun battle but the dauntless millionaires who run the place rebuild it brick by brick every time.

The Dick

This is the premier vacation destination in America City. People who live in The Dick seem to party all day long, making one wonder what the fuck they do for a living. All of the best drugs and clubs can be found here in quantity. When Mustache Force wants to blow off some steam and get down for a while, the glitzy, neon-washed nightscapes of The Dick provide every form of distraction they could ask for.

The Flats

This is a drag racer's paradise. Sparsely populated and criss-crossed with broad, straight boulevards, The Flats is where motorheads go to open the throats of their gasoline-chugging thunder chariots. Car wrecks are a common sight here but the underserved Traffic Cops in this neighborhood barely have time to process any of them before they are summoned to pursue yet another Code 510. A gang called the Rangers prowl The Flats in their souped-up muscle cars looking to challenge any stranger they meet to a "winner takes all" race.

Freedom Boulevard

This major 18-lane east-west expressway bisects America City into northern and southern halves. Services such as food, gas and lodging are readily available every few miles or so and numerous exits enable motorists to easily access any neighborhood that borders the freeway. At its eastern end, Freedom Boulevard terminates in a huge toll gate that charges \$10 per vehicle entering the Grifter's Gulch neighborhood. At its western end, the Boulevard lets out into the dusty lands beyond The Wall.

Grifter's Gulch

Grifter's Gulch is where the city government is located. Mayor Calvin Saxon has been America City's chief executive for eight consecutive terms. When he isn't being bothered by political bullshit he spends his free time pulling off daredevil stunts for fun, macking on celebrities and sport hunting poor people. His bodacious escapades are the subject of numerous tabloid live-blogs.

Ironytown

Quite possibly the most useless place in all of America City, the suburb of Ironytown is where fancy artists in way-too-tight pants grow "ironic facial hair" to mock the real men who live everywhere else. Everyone here is into things you've probably never heard of. When they aren't looking down their noses at you through their chunky, nerd glasses, the wimps here are usually preparing elaborate coffee drinks, attending poetry jams or stapling community action alerts to telephone poles.

Midtown Heights

Midtown Heights is where the Mustache Force HQ is located, a monument to rugged individualism and *la vie impressionnant*. This sprawling complex contains countless briefing rooms, jail cells, shooting ranges and at least a couple of bars where members of the Force can meet up for shit-shooting and tail-chasing. Crime is naturally suppressed here; the local mafia types have an understanding with the Force and keep their shady business on the down low, providing the occasional tip or bribe in exchange for precious distance.

New Orleans Avenue

This massive, multi-lane thoroughfare cuts a north-south swath through the middle of America City like a concrete river. Where it terminates at its southern end sits the old timey neighborhood known as French

Ditch, an area noted for its fancy-pants architecture and seasonal flooding. In the north, New Orleans Avenue gradually disperses into arterial streets that branch off into Alto Terrace and Ironytown.

Old Nook

Tucked away in a quiet corner of the City, Old Nook is where the powerful founding families of America City keep their estates. The people here are naturally suspicious of the lower classes and spare no expense on pricey home security systems, a strong local police force and efficient prisons. When they aren't pruning their prize winning rose gardens or yachting in man-made lakes, America City's blue-bloods carefully tend their investment gardens, which grow rampantly in the hot houses of the City's most exclusive relationship banks.

Paradise Island

The highest rent district in America City is Paradise Island. This is the place where the mega-rich go to hang out with their own kind and pretend the rest of the City doesn't exist. Shiny skyscrapers crowd the horizon proclaiming their various corporate allegiances with huge, LED-lit signs. If there's money to be made, there's a shop for it in one of these numberless, mirrored towers. The most exclusive clubs, restaurants and hang-outs are on Paradise Island. Unless you "know" somebody, you won't get very far here.

Shady Springs

The bedroom community of Shady Springs is where most middle-class folks aspire to buy a home one day. The streets here are quiet and tree-lined. Folks attend church all regular-like; the men grow responsible mustaches and engage in sober monogamy with their adoring wives for the purpose of making carbon-copies of themselves. Mustache Force usually doesn't have time for places like this but every once in a while some depraved loon will try to pervert the quietude of the Springs – and that's when the Super Cops will roll in guns blazing while the insurance adjustors silently weep.

The Stacks

This district gets its name from the forest of smokestacks that crowd its skyline like an overfilled ash tray. Along with Steelhole, this is where most of America City's blue-collar types punch their cards daily. The Stacks are dirty, dusty and crime-ridden; by day the labor unions keep things in line but at night the alleyways fill up with pimps, drug dealers and drag racers. Just the sort of place that Mustache Force likes to raise a ruckus...

Steelhole

Steelhole is the chrome-plated heart of America City's industrial economy. Most of the things that people consume on a daily basis are manufactured here – yes, even the food. It's amazing what you can do with chemicals these days! The factories of Steelhole work around the clock to feed a never-ending stream of delivery trucks bound for all parts of the City. Steelhole is so noisy and chaotic that it can be difficult to detect the smuggling, graft and black marketeering that goes on here every day.

Sunset Beach

Full of equal parts celebrity and tragedy, Sunset Beach is where dreams go to live and die or just die. As the center of America City's entertainment business, Sunset Beach attracts all manner of people who like to play make-believe for a living. Of course since only the lucky 1% actually gets paid for doing this, the rest succumb to a sybaritic life of drug-abuse, pornography and waiting tables. This creates fertile ground for pimps, con men and narcotics-peddlers to ply their various trades.

Thunder Ranch

Thunder Ranch is the most not-giving-a-damn place in America City. The psychotically independent men and women who live here can take care of themselves and aren't afraid to let you know that as often as possible. With their own thriving shops and factories and an incredibly well-armed populace, the folks in Thunder Ranch don't give two-shits about what's going on in the rest of the City. Just try starting trouble

in their neighborhood – they can't wait to shoot something. It's not for nothing that many of Mustache Force's toughest romper-stompers originally hail from "The Ranch".

The Wall

America City is surrounded by a big, fuck-off wall for no good, goddamn reason. Nobody has any real idea what exists beyond the wall – to be honest nobody really cares. The view from the top of the wall reveals a dusty wasteland for as far as the eye can see. Gangs of car-bound nomads will sometimes tear ass out into the wasteland so that they can pull huge donuts without pissing off the cops but that's literally about the only thing going on out here.

Appendix A: Machismo

This section describes all of the radical powers you can achieve by unlocking your hidden reservoirs of Untrammled Masculinity!

Novice Rank

Bullet Slapping

Cost: 2

Range: Personal

Duration: 3 rounds + 1/PP

Description: Bullets aren't Awesome enough to touch your skin! You flex your pecs and cause all projectiles in your immediate vicinity to wimp out.

Success: All *Shooting* and *Throwing* rolls made against the character suffer a -2 penalty.

Raise: All *Shooting* and *Throwing* rolls made against the character suffer a -4 penalty.

Fail: Eat some spinach or something. Your mojo fails you.

Damage Eater

Cost: 3

Range: Personal

Duration: Instant

Description: Pain don't hurt! You are able to recover from injuries with the mysterious ease of a professional athlete.

Success: You heal 1 *Wound*.

Raise: You heal 2 *Wounds*.

Fail: Maybe you need a couple of beers first? You still feel jacked up.

Glowy Fists

Cost: 2

Range: Personal

Duration: 3 rounds + 1/PP

Description: You crack your knuckles and suddenly your fists seem to glimmer as if they've been dipped in pure Liquid Awesome.

Success: Your punchy-time attacks inflict +2 damage.

Raise: Your punches inflict +4 damage.

Fail: Hey, at least your fists are glowing. Neato!

Hero Speed

Cost: 1

Range: Personal

Duration: 3 rounds + 1/PP

Description: You run at the speed of a movie hero and always catch the bad guy.

Success: *Pace* is doubled.

Raise: Ignore the multi-action penalty for double-moving while performing another action.

Fail: You move at the speed of normal.

Hollywood Bullets

Cost: 2

Range: Personal

Duration: 3 rounds + 1/PP

Description: You and your gun come to an understanding: you'll keep pulling the trigger as long as it keeps shitting out bullets.

Success: Your *Shooting* attacks expend zero ammunition for the duration of this power.

Raise: In addition to expending zero ammunition, your *Shooting* attacks inflict +2 damage.

Fail: Gun jam! You must make a successful *Repair* check to unjam your weapon.

Roid Rage

Cost: 4

Range: Personal

Duration: 3 rounds + 1/PP

Description: Tapping in to the bottomless Well of Rage that seethes in your

Success: Increase your *Strength* and *Vigor* attributes by one die type.

Raise: Increase your *Strength* and *Vigor* attributes by two die types.

Fail: You lose your shit! Go *Berserk* (per the Edge) for the duration of this effect and attack your allies.

Taunt

Cost: 3

Range: *Spirit* x2

Duration: 3 rounds + 1/PP

Description: You utter hurtful Words of Emasculation that causes a designated target to drop his weapons and fight you man style.

Success: Your target must pass a *Spirit* -2 check or charge and attack you unarmed.

Raise: Your target must pass a *Spirit* -4 check or charge and attack you unarmed.

Fail: Your target laughs at your weak-ass insults.

Seasoned Rank

Abs of Steel

Cost: 4

Range: Personal

Duration: 3 rounds + 1 for 2PP

Description: You tighten your core and dare your opponent to take a swing at you.

Success: Anyone striking the character with their bare hands suffers STR + 2d6 points of damage

Raise: Anyone striking the character with their bare hands suffers STR + 2d8 points of damage.

Fail: No effect.

Float Like A Butterfly...

Cost: 4

Range: Personal

Duration: 3 rounds + 1 for 2PP

Description: You crouch into a boxer's stance and throw a couple of quick combinations. You're ready to rumble!

Success: Gain an extra melee attack above any beyond any other bonus attacks you may receive

Raise: Redraw any initiative cards lower than 8.

Fail: You look like Sugar Ray but move like Ray Charles.

Haymaker

Cost: 2

Range: Cone Template

Duration: Instant

Description: You throw a massive haymaker that sends out a cone-shaped blast of pure force.

Success: Inflict 2d10 points of damage on all targets in the area of effect. Targets can make an *Agility* check to evade. This attack counts as a Heavy Weapon so it fucks up cars and shit too.

Raise: As above except that targets suffer a -2 penalty to their evasion check.
Fail: Your punch ends up looking like a limp-wristed fist pump. Way to go, tiger.

Hero Jump

Cost: 2

Range: *Spirit x2*

Duration: Instant

Description: You channel all of your *Machismo* power into your legs and pull off a heroic leap worthy of an action movie star.

Success: Jump a number of squares equal to your *Spirit x2* in any direction (including straight up)

Raise: You can jump on to a target and make a free melee attack.

Fail: You lose your magic feather and jump about 18", dumbo

Roundhouse

Cost: 2

Range: Personal

Duration: Instant

Description: You execute a spinning kick that knocks everyone around you flat on their asses.

Success: All targets (friend or foe) in a *Small Blast Template* area centered on the character must make a *Strength* check or be knocked back 2d6 squares. Characters that are knocked back are place *Prone* and are *Shaken*.

Raise: All targets (friend or foe) in a *Medium Blast Template* area centered on the character must make a *Strength -2* check or be knocked back 2d6 squares. Characters that are knocked back are place *Prone* and are *Shaken*.

Fail: Your kick fails to connect but makes for a halfway decent dance move.

Veteran Rank

Bullet Time

Cost: 3

Range: Personal

Duration: Instant

Description: Time suddenly slows way the fuck down... Or else that complementary snuff wasn't tobacco.

Success: All targets in a *Small Blast Template* area centered on the caster are *Slowed* for the current round and the next (movement becomes an action, incurring a multi-action penalty; targets always act last). Caster is able to effortlessly dodge projectiles fired at him this round.

Raise: All targets in a *Medium Blast Template* area centered on the caster are *Slowed* for the current round and the next. Caster is able to effortlessly dodge projectiles fired at him this round.

Fail: You start doing some weird, slo-mo interpretive dance while everyone around you laughs.

Charisma Bomb

Cost: 3

Range: Personal

Duration: 3 rounds + 1/PP

Description: You channel all of your *Machismo* into a concentrated charisma blast that none can resist!

Success: All targets within a *Medium Blast template* centered on the caster who fail an opposed roll (*Machismo* vs. *Spirit*) are overwhelmed by his force of personality and must obey any reasonable suggestions he makes.

Raise: All targets within a *Medium Blast template* centered on the caster who fail an opposed roll (*Machismo* vs. *Spirit -2*) are overwhelmed by his force of personality and must obey any reasonable suggestions he makes.

Fail: You swirl your *Courvoisier* hypnotically but only manage to impress yourself.

Jump Cut

Cost: 3 per 10 squares

Range: Special

Duration: Instant

Description: Somehow you're able to cover improbable amounts of ground without seeming to move. It's almost as if real life skipped a couple of frames.

Success: For every 3 Power Points you spend, you are able to teleport up to 10 squares away. This counts as the character's movement for the round. You can only teleport into areas where you have line of sight.

Raise: For every 3 Power Points you spend, you are able to teleport up to 15 squares away. This counts as the character's movement for the round. You can only teleport into areas where you have line of sight.

Fail: You close your eyes and concentrate but only manage to make your ears pop.

Safe Fall

Cost: 1

Range: Personal

Duration: Instant

Description: You are such a carefree daredevil; you jump off of shit without thinking twice and always seem to land OK.

Success: You can fall from any height and suffer a maximum of 2d6 points of damage.

Raise: You can fall from any height and remain unscathed.

Fail: You think you're going to land unscathed... But then you get scathed.

Summon Extra Dudes

Cost: 5

Range: Special

Duration: 5 rounds + 1/PP

Description: You shout a pre-determined code word as loud as you can and hear your boys come running...

Success: At the end of the round 3 Extras appear, making an entrance through any obvious portal (i.e. door, window, trapdoor, elevator, etc.) They have the same stats as Normal Cops (see MONSTERS) and will obey any and all commands, even if they involve self-sacrifice.

Raise: Instead of 3 Extras, one Wild Card is summoned with the same stats as a Renegade Maverick (see MONSTERS).

Fail: Your boys must have stopped for lunch on the way...

Heroic Rank

Fly

Cost: 6

Range: Personal

Duration: 3 rounds + 1/PP

Description: Yeah I said it, you're flyin'!

Success: Fly at your normal *Pace*.

Raise: Fly at 2x your normal *Pace*.

Fail: You jump up and down in place and make airplane noises.

Mock Death

Cost: 10

Range: Personal

Duration: Special

Description: This power can only be invoked at the moment of impending death. You backhand the Grim Reaper across his bony-ass face and attempt to get back up when you have absolutely no business doing so.

Success: You avoid death but are still *incapacitated*. If you were bleeding out before you are no longer bleeding out.

Raise: You arise with 3 *Wounds*.

Fail: You're dead for real

Soul Punch

Cost: 5

Range: Touch

Duration: Instant

Description: Your hands glow bright purple as you prepare to snatch a sucka's soul straight out of his sleeve.

Success: Attempt a Touch Attack (+2 to hit). If successful, your target is blasted by your Awesomeness for 3d6 points of damage.

Raise: Attempt a Touch Attack (+2 to hit). If successful, your target becomes *incapacitated*. Consult the *Savage Worlds* core rulebook for details.

Fail: Nothing happens. You are so surprised that your target gets a free attack against you.

Appendix B: Manimal

This section describes all of the radical powers you can achieve by unlocking your hidden reservoirs of Untrammled Masculinity!

Novice Rank

Eagle Form

Cost: 3

Range: Personal

Duration: 1 Minute + 1 Minute/PP

Description: You turn into the iconic symbol of America City – the Fuck Off Eagle!

Eagle				
Strength: d4	Smarts: As Normal	Agility: d8	Spirit: As Normal	Vigor: d4
Pace: Fly (24)	Parry: 6	Toughness: 4	Fighting: d8	
Attack: Talons (d4+d4 damage)				
Powers:				
<i>Eagle Vision</i> (add +4 to all Notice rolls)				
<i>Flight</i> (fly at a Pace of 24)				
<i>Small and Agile</i> (-4 to be hit)				

Salmon Form

Cost: 3

Range: Personal

Duration: 1 Minute + 1 Minute/PP

Description: You turn into a mighty Chinook Salmon, King of the Dinner Table!

Salmon				
Strength: d4-2	Smarts: As Normal	Agility: d8	Spirit: As Normal	Vigor: d4
Pace: Swim (12)	Parry: 4	Toughness: 2	Fighting: NA	
Attack: N/A				
Powers:				
<i>Aquatic</i> (you can breathe underwater and swim at a Pace of 12)				
<i>Small and Agile</i> (-4 to be hit)				

Snake Form

Cost: 3

Range: Personal

Duration: 1 Minute + 1 Minute/PP

Description: You turn into a venomous viper!

Viper				
Strength: d4	Smarts: As Normal	Agility: d8	Spirit: As Normal	Vigor: d4
Pace: 4	Parry: 6	Toughness: 2	Fighting: d8	
Attack: Bite (d4 + Poison)				
Powers:				
<i>Poison</i> (Target must make a Vigor check. If they Fail, they will die in 2d6 minutes; if they Succeed, they suffer 1 Wound and Exhaustion; if they Succeed with a Raise, they only suffer Exhaustion)				

Small and Agile (-4 to be hit)
Quick (Redraw any initiative card that is 5 or lower)

Seasoned Rank

Boa Constrictor Form

Cost: 4
Range: Personal
Duration: 1 Minute + 1 Minute/PP
Description: You turn into a big, long snake

Boa Constrictor				
Strength: d6	Smarts: As Normal	Agility: d4	Spirit: As Normal	Vigor: d6
Pace: 4	Parry: 5	Toughness: 5	Fighting: d6	
Attack: Constrict (d6+d6 damage)				
Powers: <i>Constrict</i> (on a successful <i>Fighting</i> roll, the Constrictor manages to <i>Entangle</i> its target. Entangled targets cannot move and suffer a -2 penalty to all rolls until they are freed. Upon entangling a target, the Constrictor immediately inflicts 2d6 points of damage, plus an additional 2d6 per round)				

Mastiff Form

Cost: 4
Range: Personal
Duration: 1 Minute + 1 Minute/PP
Description: You turn into a pissed off looking, muscly Bull Mastiff!

Mastiff				
Strength: d6	Smarts: As Normal	Agility: d8	Spirit: As Normal	Vigor: d8
Pace: 8	Parry: 5	Toughness: 6	Fighting: d6	Tracking: d12+2
Attack: Bite (d6+d4)				
Powers: <i>Go For the Throat</i> (when scoring a Raise on a <i>Fighting</i> check, the Mastiff automatically strikes that target's weakest area)				

Stallion Form

Cost: 4
Range: Personal
Duration: 1 Minute + 1 Minute/PP
Description: You turn into a pissed off looking, muscly Horse!

Stallion				
Strength: d12+2	Smarts: As Normal	Agility: d6	Spirit: As Normal	Vigor: d10
Pace: 8	Parry: 6	Toughness: 10	Fighting: d6	
Attack: Kick (d12+d4+2)				
Powers: None				

Veteran Rank

Bull Form

Cost: 3
Range: Personal
Duration: 1 Minute + 1 Minute/PP

Description: You turn into a longhorn bull!

Bull				
Strength: d12+2	Smarts: As Normal	Agility: d6	Spirit: As Normal	Vigor: d12
Pace: 7	Parry: 4	Toughness: 10	Fighting: d6	
Attack: Gore (d12+d6+2)				
Powers: <i>Trample</i> (+4 damage when <i>Charging</i>)				

Panther Form

Cost: 3

Range: Personal

Duration: 1 Minute + 1 Minute/PP

Description: You turn into a silky smooth Black Panther -- all ninja-like and ready to shred asses.

Black Panther				
Strength: d10	Smarts: As Normal	Agility: d10	Spirit: As Normal	Vigor: d8
Pace: 8	Parry: 6	Toughness: 7	Fighting: d8	Stealth: d10
Attack: Claw/Bite (d10+d6)				
Powers: Improved Frenzy (make 2 attacks per round) Ambush (+4 <i>Fighting</i> bonus when attacking with surprise) <i>Flawless Climber</i> (can climb non-sheer surfaces at their normal <i>Pace</i>)				

Heroic Rank

Gorilla Form

Cost: 3

Range: Personal

Duration: 1 Minute + 1 Minute/PP

Description: You turn into a burly, limb-ripping gorilla!

Gorilla				
Strength: d12+3	Smarts: As Normal	Agility: d6	Spirit: As Normal	Vigor: d12
Pace: 7	Parry: 6	Toughness: 11	Fighting: d8	
Attack: Bash (d12+3)				
Powers: <i>Flawless Climber</i> (can climb non-sheer surfaces at their normal <i>Pace</i>) <i>Sweep</i> (can attack all adjacent targets simultaneously at -2 to hit)				

Kodiak Form

Cost: 3

Range: Personal

Duration: 1 Minute + 1 Minute/PP

Description: You turn into a half-ton of pure trouble.

Kodiak Bear				
Strength: d12+4	Smarts: As Normal	Agility: d6	Spirit: As Normal	Vigor: d12
Pace: 8	Parry: 6	Toughness: 10	Fighting: d8	
Attack: Claw (d12+d6+4)				
Powers:				

Pin (targets hit with a *Raise* are *Entangled* until they break free with an opposed *Strength* roll. Entangled targets cannot move and suffer a -2 penalty to all rolls)

Legendary Rank

Black Rhinoceros Form

Cost: 3

Range: Personal

Duration: 1 Minute + 1 Minute/PP

Description: You turn into a rip-snorting and riled up rhinoceros!

Black Rhinoceros				
Strength: d12+4	Smarts: As Normal	Agility: d6	Spirit: As Normal	Vigor: d12
Pace: 7	Parry: 6	Toughness: 12(10)	Fighting: d8	
Attack: Gore (d12+d8+4)				
Powers:				
<i>Trample</i> (+4 damage when <i>Charging</i>)				
<i>Thick Hide</i> (Armor +2)				
<i>Hardy</i> (does not suffer <i>Wounds</i> from being <i>Shaken</i> twice)				

Great White Form

Cost: 3

Range: Personal

Duration: 1 Minute + 1 Minute/PP

Description: You turn into one of man's worst nightmares.

Great White Shark				
Strength: d12+4	Smarts: As Normal	Agility: d8	Spirit: As Normal	Vigor: d12
Pace: 10	Parry: 7	Toughness: 12	Fighting: d10	
Attack: Big Bite (d12+d8+4)				
Powers:				
<i>Aquatic</i> (you can breathe underwater and swim at a <i>Pace</i> of 10)				
<i>Hardy</i> (does not suffer <i>Wounds</i> from being <i>Shaken</i> twice)				

Appendix C: Men Who Are Your Gods

These are members of the Mustache Force *Hall of Fame*. If you're very, very lucky, you may run into one of these Dude Deities during your own adventures.

Randy Damage

Dead Shot, Ambidextrous, Marksman, Quick Draw, Rock & Roll

There is no Loose Cannon looser than Randy Damage. He's been America City's "Loosest Cannon" since he was born, fully formed, twenty-eight years ago in a dive bar in the Stacks.

Rex Panther

Assassin, Martial Arts Master (2nd Degree), Improved First Strike, Improved Frenzy

He's an 8-time Navy Seal, whatever that means. He has pieces of every other type of Special Forces Operator in his stool. That is some painful shit right there.

Dirk Masterclass

Very Attractive, Elan, Weapon Master, Improved First Strike, Improved Block

If being handsome was a weapon, Dirk Masterclass would be something really big, long and explosive. Like a weapon. But not one of those fruity Civil War re-enactment muskets. He'd be more like an adamantium howitzer that shoots uranium-tipped dicks. That kind.

John Sauce

Charismatic, Jack-of-all-Trades, Command Presence, MacGyver

No situation is too hot for John Sauce. He's the proper seasoning to turn any death-defying situation into a hot tub party. Remember ladies: Just Add Sauce.

Tex Riggs

Machismo (Veteran), Strong Willed, Improved Trademark Weapon, Brawny, Bruiser

He may be a rompin', stompin' country boy but when Tex Riggs came to the Big City, he broke it like a baby bull and had it eatin' out of his hand. Don't rile him up now or he'll kick ya' in the biscuits faster than Copenhagen will make you puke.

Slade Riprock

Brawny, Bruiser, Improved Sweep, Attractive, Machismo (Seasoned)

This workout champion has muscles in places where lesser men hide their shame.

Colt Tango

Liquid Courage, Machismo (Veteran), Nerves of Steel, Shut Up I'm Awesome

If you tangle with Colt Tango, you'll get mangled by his Dodge Durango. Or something. That shit got all Don King really fast. I apologize.

Flash Tequila

Ambidextrous, Steady Hands, Investigator, Improved Frenzy

This no-holds-barred Super Cop is serving a triple-lifetime suspension from every police department in the world. He may not carry a badge anymore, but that just leaves more room for bullets.

Tyrone Ryder

Martial Arts Master (5th Degree), Manimal (Veteran), Improved Level Headed, Improved Counterattack

Tyrone Ryder don't need no weapons 'cause Tyrone Ryder is a weapon. Trained in the secret arts of Five Methods Shaka-Khan, he can literally turn into a motherfuckin' panther and rip your fool face off.

Roland Bullets

Dead Shot, Marksman, Machismo (Seasoned), Improved Trademark Weapon

Roland Bullets came in second place for America City's "Loosest Cannon" competition. To console himself, he took first place in America City's "Mustache Competition" by force.

Lance Powers

Very Attractive, Manimal (Legendary), Sidekick (Power Boy), Martial Arts Master (5th Degree)

With his slab-jaw and ultra-hard man-body, Lance Powers is an unstoppable Adventure God. He's the closest thing America City has to a super hero and has the costume and sidekick to prove it.

Silus Geronimo

Machismo (Legendary), Killer Instinct, Master Shooting, Rock & Roll

Silus Geronimo holds the Airborne Rangers record for making 97 combat drops without a parachute. Whenever his feet touch the ground he gets arrested because the mere suggestion of his feet caressing the soil causes the Earth to become unlawfully pregnant. And that's how volcanos are made.

Xander Bourbon

Combat Reflexes, Improved Counterattack, Improved Frenzy, Bruiser

Straight out of the Bayou and into your face comes Xander Bourbon, the Cajun Sensation. This sweaty Adonis has made the mullet and handlebar 'stache all the rage from New Orleans Avenue to the Wimp-Mills of Ironytown.

Austin Castlejet

Filthy Rich, Very Attractive, Charismatic, Ace

The suits, the cars, the mansions – Austin Castlejet has them all in spades. This independently wealthy oil-man has traded in his playboy lifestyle for an even better playboy lifestyle – with guns.

Buck Case

Investigator, Thief, Harder to Kill, Great Luck

When Buck Case is on the case, that case is... getting solved. Pretty soon. He's the ace private dick who knows all the right tricks. That's Case, ladies. Buck Case.

Mace Priest

Improved Martial Artist, Machismo (Heroic), Inspire, Marksman

This former Man of God has become a God of Men. Once upon a time, God had a problem he couldn't solve so he called Mace Priest to be his Black Lightning Bolt of Justice. After Mace got done smiting the foes of the Lord, Jesus tried to put him back in the holster... but you can't tame lightning, son. Don't try it.

Ulysses Reeves

Rich, Connections, Linguist, Improved Martial Artist, Improvisational Fighter

Wherever this guy is going, you wanna be there, because he's the ramblinest ramblin' man who ever frolicked in a pair of Ferragamos. This elite world traveler has friends in all places and twice as many in the worst places.

Hannibal Alamo

Killer Instinct, Harder to Kill, Leader of Men, Improved Nerves of Steel

If a desperate Last Stand had a Last Stand, Hannibal Alamo would be the next thing that happens after that. 'Cause he's like the last, last, last guy you ever want to run into in a bad situation.

Appendix D: Inspiration

To get into the proper “Mustache Force” frame of mind, consider viewing these fine works of excellent hirsute moving pictures:

Fuzz

Gator

Smokey and the Bandit

Magnum P.I.

Runaway

Shaft

Running Scared

Tombstone

Lethal Weapon (Danny Glover, proper ‘stache)

Road House (for the Sam Elliott parts)

Simon & Simon (for the Gerald McRaney parts)

Beastie Boys “Sabotage” Video