

**W
A
N
T
E
D**

contents

Chapter One:	Low Down	4
	What Is Dog Town	7
	Setting	9
	The District	14
	The Maps	16
Chapter Two:	Creating A Criminal	30
	Attributes	31
	Criminal Types	44
	Special Talents/Flaws/Vices	56
	Criminal History	65
	Skills And Abilities	76
	Power And Respect	91
Chapter Three:	Doin A Lil Somin	99
	Split System	100
	Types Of Actions	103
	Behavior	107
	Rackets	114
	Pursuits	132
	Gambling	139
	Patrols/Rousts/Investigations	141
	B & E	152
Chapter Four:	Thug Life	155
	Balls	157
	Slots And Reaction Speed	160
	Styles	165
	Hit Chance	166
	Specializations	170
	Effectiveness	172
	Tactics	173
	Weapon And Injury Charts	176
	Effects Of Injuries	199
Chapter Five:	Shootouts	208
	Draw Speed	210
	Ranges And Difficulty	213
	Weapon and Injury Charts	221
	Bombs And Deadly Stuff	253
Chapter Six:	Directors Chair	272
	Running The Game	273
	Game Play	275
	Setting The Scene	280
	Quickly Derived Attributes	282
	Generic Skill Bases	283
	Skills In Short	284
	Fighting 101	286
	Rap Sheets	287

75 - 4/19 - 389C



from set ups, lies, scams, and as a check list to not getting caught. Use it when you've got a situation that a skill doesn't cover e.g. picking the right victim for a mugging, or gauging the meaning to a gesture or event.

"When you can't see the angles no more, you in trouble baby, you in trouble."

Carlito Brigante from the Movie Carlito's Way.

Discipline Roll - Equal to the total of your criminal's brains x2 and control x2 added together. It is the criminal's ability to concentrate for several hours with his head stuck in a book, and understand what he has read, or to listen for a protracted period of time, and understand what he has been told. Skills can be picked up or improved through this nerdy behavior.

The same attributes are used to know when to say no to something that ain't good for your criminal. At least not in the long run as

it takes sense and willpower not to gamble or snort away all ya hard earned bread, and Dog Town is full of losers that haven't got either.

Know streets - Equal to the total of your criminal's experience x2 and style x2. It is the criminal's knowledge and experience of his particular neighborhood, and the contacts he has made in it. Tested successfully the criminal will know who runs what card game, where to buy a piece with no questions asked, and who not to stiff on a loan. This stat is much like a taxi drivers accumulated knowledge of streets, routes and locations. The criminal's own neighborhood is tested at difficulty 0, adjoining neighborhoods are tested at difficulty 6. Neighborhoods further out are tested at difficulty 10. Cops also have this ability, and one's with high scores are plugged into the street knowing facts and faces.



Balls - Equal to the total of the criminal's toughness x2 and experience x2. It is the criminal's aggression, spirit and machismo combined with confidence and experience gained from coming through some tough spots, that makes the difference between a brash upstart punk and a vicious shark eyed veteran of the streets. Used to be able to stand yer ground and tell serious people to go and fuck themselves.

COPING ROLL - Like the t-shirt say shit happens, and in Dog Town there's as much bad business to deal with as there is trash on the sidewalks. Putting up with the ghetto nightmare of debts, threats and death, day in day out is wearing on a dude. Ya gots to be tough and controlled to stand up to the stress and stay level headed, when everything seems designed to drag ya down. Can ya cope with the aftermath, of the sick shit that you yo self have to do to survive. The strength of toughness x2 plus control x2 will tell.

Use this stat for sustained periods of stress that balls alone can't handle, and to manage those feelings generated after going through particularly horrible experiences.

HOSTILITY RATING - Having a good or bad attitude based on the attributes of toughness and control. This is a measure of how many people the criminal has pissed off over the years, and are hostile towards him as a result. It is also the number of people that the criminal is pissed off at, and feels hostile towards. This is because hotheads, addicts and flaky personality types let people down; act on impulse, are very often stoned, violent and temperamental. Combine this with tremendous balls giving tenacity, courage and belligerence, and you have a volatile mix.

On the flip side cool, measured, tolerant criminals are able to act rationally, and can keep their feelings in check. They rile less people, and in turn take things less personally themselves. This is not a contradiction with style, as style is the quality of being

hip. Stars are certainly this, as well as difficult, indulgent and outspoken. To work out how much of a pain in the ass your criminal is, simply take the difference between a low control stat and a high toughness stat, for the hostility rating of the criminal. Criminals with high control and low toughness scores aren't a problem, as they have the discipline to keep a zip on their lip. Any low life with a hostility rating of 5 or more is a walking war zone, and would be as popular as a gay pride march in fundamentalist Tehran.

For example our Solly with a toughness of 5 and control of -1 will have an off the dial hostility rating of 6, and a whole heap of problems because of it.

A hostility rating is a stat that is not tested, but used as an indicator of how much of a bad ass or asshole the criminal is, and has been.

However if the player criminal is one tough cookie that could teach even Charles Manson a thing or two about evil, then although he would be despised, whilst in a position of strength those that would move against him, might not out of fear.

Zero or lower

A clean slate, no one has really got it in for you, and you're not particularly pissed at anyone yourself.

One

You've picked up a couple of enemies that would like to see things blow up in your face. They will bad mouth and rat you out, cut you out of deals, but not necessarily hurt you, or lose sleep about the fact that you are walking around breathing air. There are also a couple of mutts that have made it onto your shit list, that you won't be sending Christmas cards to.

Two

You've managed to aggravate a couple of people to the extent that they wish you physical harm. Thoughts of revenge don't





The Thug

The thug is a criminal that uses violence or the threat of it to get money and respect. Typically the thug is big powerful brute that is able to throw his weight around or intimidate a victim through sheer size and menace. Good ratings in bulk, power, toughness and reflexes are useful to get the job done, and skills such as awareness, threat, batting, blade and assault will come in handy when warnings need to be given and legs broken. Body guarding, debt collection, door work, extortion, punishment beatings and contract murder are all possible lines of work for the thug.

Attribute Bonuses

Power +1, Bulk +1, Toughness +1, Reflexes +1, Hurt Modifier +2, Trauma Res. +2
Balls +2, Reaction Roll +2, Coping Roll +1.

Special Talents

Heavy Hitter, Vice Grip, Granite Jaw, Adrenaline, Psycho, Fast Reactions.

Skills

Assault, Blade, Batting, Handgun, Explosives, Rifle, Awareness, Threat, Lifting.

Specializations

Dirty Fighter, Cut Throat, Back Stab, Stun, Fire Fight, Ooze Violence, Quick Load.

Drags (2 point minimum)

Power, Temper, Hostility Rating +2

"I think in all fairness, I should explain to you exactly what it is that I do. For instance tomorrow morning I'll get up nice and early, take a walk down over to the bank and... walk in and see and uh... if you don't have my money for me, I'll... crack your fuckin' head wide-open in front of everybody in the bank. And just about the time I'm comin' out of jail, hopefully, you'll be coming out of your coma. And guess what? I'll split your fuckin' head open again. 'Cause I'm fuckin' stupid. I don't give a fuck about jail. That's my business. That's what I do."

Nicky Santoro from the Film Casino.



The Thief

The Thief is a criminal that is into plain old fashioned stealing. If its someone else's and it isn't nailed down then its up for grabs. Typically the thief is a dude that is light on his feet and light with his fingers combined with a good suss roll. Essential skills are break and enter, move, creep, awareness, conceal, deal and drive. Shoplifting, burglary, smash and grab, car theft and pick pocketing are ways to make disrespect for other peoples property pay.

Attribute Bonuses

Sense +1, Reflexes +2, Suss Roll +2, Know Streets +2, Move +3, Endurance +2.

Special Talents

Light Fingered, Light Footed, Explosive Speed, Vice Grip, Intuitive, Acute Senses, No Nerves.

Skills

Break And Enter, Stealing, Awareness, Creep, Conceal, Shop (Electronics).

Specializations

Alarm Systems, Hot Wiring, Cracking Safes, Locks, Shoplifting, Slight Of Hand, Pick Pocketing, Spot Tail, Hearing, Move Quietly, Hide Identity.

Drags (2 point minimum)

Greed, Risk Taker, Drugs.

"I got out, found a dime store, bought a cheap knife with about a 6-inch blade for \$1.32, a 12-inch long thin metal ruler for 33 cents, a package of safety matches, a 29 cent pen light. At a cheap clothing store I bought a pair of tennis shoes for \$3.71, a pair of gloves, and a ski-mask. Then I dropped everything in a paper bag, walked back to the bus station, got a phone book, went looking up doctors' and lawyers' names"

Frank Hohimer in his book "The Home Invaders" explains what he did on release after serving 11 years in prison for a crime he didn't commit.



Pit Bull And Snake

When yo criminal be tearing it up do he charge in with homicidal abandon with a kick ass kamikaze attitude, or is he snake sly, fighting cute for the right opening to strike.

Protective fighters are circumspect and tend to fight cautiously going for **tentative** one to three slot attacks. This method of fighting increases the protective capability of the criminal by +2 and lowers the risk of counters by 5 points. Caution though in replacing aggression reduces violence by -2.

Aggressive fighters opt for **hard** 2 to 4 slot attacks (depends on the style of fighting) in an attempt to cause greater amounts of injury. These attacks are at full violence and effectiveness. The protective ability remains unaltered.

Truly psychotic fighters go shit or bust in a supreme effort to decapitate the other guy. **Homicidal** attacks cost an additional 2 slots on top of a hard attack, get on average a +2 violence bonus and increase effectiveness by +4. The downside is that they lower protection by -2 and increase the risk of fumbles by an average of 4 points on a miss.

Hit Chance

Some objects simply aren't meant to be weapons while others are specifically designed for the purposes of pain and make hitting easier.

Some unarmed moves are easier to get on than others with fast piston like jabs finding their target easier than telegraphed head butts launched from way back. So low end attack successes are made up of simple less damaging assaults and the big jaw breaking stuff is in the mid to high success range.

A criminal's hit chance changes depending on whom he is up against. An enforcer putting a thump into a four-eyed chump would have it all his own way. Try trying it on with heavyweight king Ken Norton, and bada bing, different story.

To work it out take the physical violence being used and match it against the protective ability being used. Apply all relevant modifiers and then take the difference between the abilities and add it onto the median of 10 vs.10 to form a hit chance. Roll over the opponent's protection and look for the margin of success, which will determine the quality of the hit. Abbreviated (HC)

An enforcer with a street fighting violence of 10 is dishing out a beating to a chump who is trying to slide away and cover up with his protection of 6. The difference is a favorable 4 for the enforcer which when added onto the median forms a 6 vs.14 hit chance on a 1d20. Any roll over 6 will be a hit.

Still Smiling Or Spitting Up Teeth

Right you've smacked the guy but where and how good. Four factors decide whether the dude your criminal's fighting just gets his hair ruffled or is bent over spitting out teeth.

Firstly the type of attack that is made tentative, hard or homicidal will give edges to the hit roll and decide the effectiveness of the attack in the injury stage.

Secondly the type of weapon that is used can be very effective or pretty ineffective.

Thirdly the hurt modifier of the attacker can increase or decrease the effectiveness of the attack.

Fourthly the margin of the hit success modifies how much more or less injury is caused because of the quality of the move. Each degree of success has a murder multiplier on the total score of the injury.





MURDER MULTIPLIER

Just there successes are glancing, scathing blows that haven't connected properly with the target and multiply the injury total by x 0.5.

Full Successes are average hits and are multiplied by x1.

Outstanding Successes are solidly landed blows that multiply the overall power of the attack by x 1.5.

Perfect Successes are savage precisely aimed blows that nail their victims square and in a critical area. They multiply the overall power of the attack by x 2.

Blackjack is a deadly 21 or above hit success and multiplies injury x3.

MISSSES

When a miss occurs refer the negative value to the relevant combat injury chart for the interpretation of the failure. Do not make an injury roll, use effectiveness or hurt modifiers but add the fumble risk. The only time a1d20 would be rolled by the defender is when she is actively countering.

INJURIES

When a hit is scored refer the margin of success over to the relevant injury chart as the multiplier for the final injury total.

Next make a 1d20 injury roll. If the injury roll (IR) equals or exceeds the mode of attacks primary effectiveness (EFF) roll another 1d20 and again if the second roll equals or exceeds the weapons secondary effectiveness. Then add all scores together. Finally multiply the result by the margin

