



State Department of Corrections

FORM 221-C

TYPE OR PRINT WITH BALL POINT PEN ONLY

OFFICIAL USE ONLY		FILE ☐	RECORD ☐	ARCHIVE ☐
LAST NAME		FIRST NAME		MIDDLE INITIAL
KNOWN ALIASES				
DATE OF BIRTH	PLACE OF BIRTH	MARITAL STATUS		SOCIAL SECURITY NUMBER
GENDER	HEIGHT	WEIGHT	EYES	HAIR
DISTINGUISHING CHARACTERISTICS				
ADDRESS		CITY	STATE	ZIP CODE
		TELEPHONE		

THE GONZO JOURNALIST



ROLE MOVES

You get:

☒ **Man on the Street:** Half of being a successful journalist is knowing who to talk to. All Gonzo Journalists start with Connections as an additional Thang (they still choose a regular Thang during Character Creation).

☒ **Off the Record:** When you interview someone with the intent to trick them into revealing more than they want, you may roll +Smooth instead of +Brains when Giving the Third Degree. Additionally, when rolling +Smooth in this way you gain an additional hold.

Choose One:

☐ **Tell it Like It Is:** When you publish or broadcast a story that portrays someone favorably, roll +Soul.

- On a 10+, remove 3 Heat from the subject of your story.
- On a 7-9, remove 1 Heat from the subject of your story.

☐ **Hard Man of Words:** When you are pursuing a story you automatically stabilize any serious wound and have one additional harm level, meaning it takes 2-harm to leave you Bruised.

☐ **Too Weird To Die:** While you are intoxicated, or otherwise under the influence of alcohol, drugs, or other illicit substances you may roll +Soul instead of +Smooth for any moves.

☐ **Editorial Assistance:** When you contact the appropriate editor at your news desk and ask for assistance, roll +Smooth.

- On a 10+, pick two:
- On a 7-9, pick one:
 - The editor in question gives you detailed information about their area of expertise.
 - The editor in question offers to help you with tickets or invitations to events associated with their area of expertise.
 - The editor does not request anything in return.

☐ **I'll Make You Famous:** When you use the threat of a negative story or the promise of a positive one as leverage when Getting What You Want, roll with Something Extra.

☐ **Expense Account:** You have an expense account with your publisher, minor costs such as bribes and bar tabs are usually covered, as long as they lead to a story. When you attempt to make an extravagant purchase in order to follow a story, roll +Smooth.

- On a 10+ your editor agrees to cover it. This time.
- On a 7-9, your editor doesn't agree it's necessary, and forces you to buy something cheaper, or only reimburses you half the cost.

Spirit **77**



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THE BOUNTY HUNTER



ROLE MOVES

You Get:

- ☒ **Skiptrace:** You know all the ins and outs of tracking down fugitives. When you do some legwork to locate a person who's hiding out locally, roll +Brains.
- On a 10+, you're able to find where that person is or a lead to someone who would know.
 - On a 7-9, you're able to find a lead, but it's going to come at a cost determined by the DJ.

Choose Two:

- ☐ **Bring Them Back Alive:** When you attack in an attempt to subdue someone you may always choose to deal stun damage instead of lethal damage. When you attack with a weapon that normally does stun damage, deal double the Harm.
- ☐ **Public Service:** When you successfully bring in a fugitive from justice, in lieu of payment, remove all Heat from you and any friends who helped you.
- ☐ **Always the Underdog:** When you are outnumbered, gain +1 armor.

- ☐ **Talk Them Down:** When you attempt to talk someone into surrendering peacefully, roll +Smooth.

- On a 10+, pick three:
 - They don't try to run first.
 - They don't try to hurt you first.
 - They don't try to hurt anyone else first.
- On a 7-9, pick one:
 - They don't try to deceive you.

- ☐ **Repo Work:** You may use "Skiptrace" to track down leads to stolen, or otherwise missing items like automobiles, art, or other valuables.

- ☐ **Kick the Door In:** Kicking in doors, and breaking windows is sometimes necessary to get the drop on your target. When you forcefully enter a building, roll with Something Extra against anyone inside.

Spirit of 77



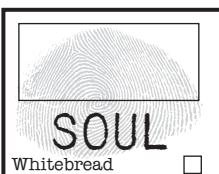
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The Stuntman



ROLE MOVES

You Get:

☒ **Death Proof:** When you're behind the wheel of a vehicle, it gains +1 power and +1 armor.

☐ **Stunt Coordinator:** When you carefully plan out and prepare for a stunt before performing it, you or anyone else involved can roll with Something Extra while executing your plan.

Choose one:

☐ **A Cast of Thousands:** You know a lot of actors, stagehands, technicians, and other "movie people" and most of them are unemployed. When you contact a group of local actors or technicians to help you with a project, roll +Smooth.

- On a 10+, pick three:
 - They show up on time.
 - They show up in costume.
 - They show up with appropriate tools, materials or equipment.
 - They don't charge you for their time.

☐ **Stunt Double:** When you choose to Take a Hit intended for a nearby character, roll+Might.

- On a 10+, you take half the damage and the other character takes none.
- On a 7-9, you each take half the damage.

☐ **Professional Pyrotechnician:** You have legal access to explosive materials. Also when you assemble an explosive device yourself it will not detonate prematurely even on a failed roll.

☐ **Fall From A Tall Building:** When you jump or fall from a great height, roll +Hustle with Something Extra.

- On a 10+, tell the DJ what broke your fall and you take no damage.
- On a 7-9, the DJ will tell you what partially broke your fall, and take 1-harm.

☐ **Extra Padding:** When you sacrifice a piece of armor you are wearing to protect yourself ignore one source of harm up to double your armor value. Additionally when you don a piece of armor, choose one:

- Armor you wear gains the "fireproof" trait.
- Armor you wear is +1 armor.
- Armor you wear gains the "concealed" trait.

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The Greasemonkey



ROLE MOVES

You get:

☒ **Good With Your Hands:** Given enough time, tools, and parts you can fix, fabricate, or assemble just about anything. When you need to repair, assemble, or modify a normal piece of equipment tell the DJ what you want to do and they will tell you what you need and how long it will take.

Choose Two:

☐ **Achilles Heel:** When you attack a vehicle, robot or other mechanical device, deal +1 harm.

☐ **No Longer Street Legal:** When you have access to tools and parts, and take the time to upgrade a vehicle, spend one supply from a repair kit and do one of the following:

- Increase the power of the vehicle by 1 until the end of the Scene.
- Increase the armor of a vehicle by 1 until the end of the Scene.
- Add or remove one trait from the vehicle until the end of the Scene.

☐ **Tool Belt:** You've always got the right tool for the job at hand. When you use a repair kit it always maintains at least one stock. When a repair kit would normally be depleted it instead has one use remaining.

☐ **Jam it Up** - When you get your hands on a mechanical or electrical device and attempt to disable it roll +Brains. on a 10+ you disable it and pick two. On a 7-9 you disable it and pick one.

- You do not hurt anyone in the process
- You do not permanently disable the device
- You do it instantly

☐ **Custom Job:** When you take the time to tinker with a piece of normal equipment, spend one supply from a repair kit and do one of the following:

- Add +1 harm to a weapon until the end of the next Scene in which it's used.
- Add +1 armor to a piece of armor until the end of the next Scene in which it's used.
- Add or remove one trait to the item until the end of the next Scene in which it's used.

☐ **Cutting Edge:** When you have thoroughly examined or acquired detailed plans for an X-Tech device you may use "Good With Your Hands," "No Longer Street Legal," or "Custom Job" to repair, build, or modify it.

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THE SPECIALIST



ROLE MOVES

You Get:

☒ **That's My Specialty:** The Specialist starts with a free Aptitude. Additionally when using any Aptitude, the Specialist rolls as if they had a +3 in the appropriate stat instead of +2.

Choose Two:

☐ **PHD in Kicking Ass:** When you use your opponent's strength against them, you may roll +Brains instead of +Might to Deliver a Beatdown.

☐ **Analyst:** When you Scope the Scene you may ask these additional questions:

- What's the most valuable thing here?
- What is nearby that can be used as a weapon?
- Who or what here is not what it seems?

☐ **The Anarchist's Cookbook:** The average kitchen or garage is a veritable arsenal to you. When you rummage around for the ingredients for something dangerous, roll +Brains.

- On at 10+, you've got everything you need to safely make a simple explosive, poison, or other chemical compound.
- On a 7-9, your compound's creation and use can be potentially dangerous to you or its user as well as its intended target.

☐ **A Local Anywhere:** You have a knack for languages and customs. When you encounter someone speaking a foreign language you have not encountered before, roll +Brains.

- On a 10+, you are fluent in that language and culture.
- On a 7-9, you speak enough to get by, although some embarrassing misunderstandings may take place.

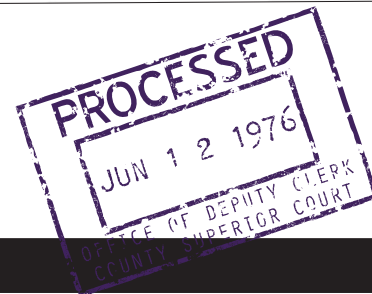
☐ **Trauma Training:** When you treat an injured person while using proper medical equipment, such as a doctor's bag, you may heal an additional harm.

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State Department of Corrections

FORM 224-A



Holy Roller

STORY MOVES

You Get:

☐ **God is My Co-Pilot:** When you take the time to say a prayer before starting a vehicle, roll with Something Extra until you exit the vehicle.

OR

☐ **Faith Healing:** Once per Scene when you lay hands on someone that has recently suffered harm, roll +Soul.

- On a 10+, heal up to 2-harm.
- On a 7-9, heal 1-harm.

Moves: (Pick 1)

☐ **Can I Get An Amen:** When you give a stirring speech or sermon to a group of people, Roll +Soul.

- On a 10+ the group follows your directions for as long as you keep talking, treat them as a Small gang (Small gang: 1-harm, 0-armor).
- On a 7-9, you have their undivided attention for as long as you keep talking.

☐ **Cold Reading:** When you try to coax information out of a non-hostile subject, you may roll +Soul instead of +Brains when Giving Someone the Third degree.

☐ **Give and Ye Shall Receive** - When you successfully Help a Brother Out, you roll with Something Extra on your next move.

☐ **Pass The Collection Plate:** When you tell people you are collecting money for a good cause roll +Smooth.

- On a 10+, pick two:
- On a 7-9, pick one:
 - Everyone believes you're sincere.
 - People reach in their pockets and hand you some money.
 - You don't draw unwanted attention.

☐ **Repent, Sinner!** : When you raise your voice and condemn someone's actions, roll +Soul.

- On a 10+, choose two:
- On a 7-9, choose one:
 - They stop what they're doing and beg for forgiveness.
 - They flee from you as fast as they can.
 - They follow your next command to the best of their ability.
 - They are stunned. The next move made against them can be rolled with Something Extra.

☐ **Instant Karma:** When you successfully Help a Brother Out, you roll with Something Extra on your next move.

☐ **Mission from God (requires God is my Copilot or Faith Healing):** Increase one attribute from +1 to +2.

☐ **Bad Touched By An Angel (requires God is my Copilot or Faith Healing):** Increase one attribute from +2 to +3.

GEAR AND THANGS

BUZZ

HOOKS

HARM

Minor Wounds

- 0 harm** - Healthy
1 harm - Bruised and battered but ultimately ok.
2 harm - Bloodied.
3 harm - Bruised and Bloodied.
4 harm - Broken, bloodied and bruised, possibly broken bones or a concussion. All rolls are at -1 while you have 4 or more harm.

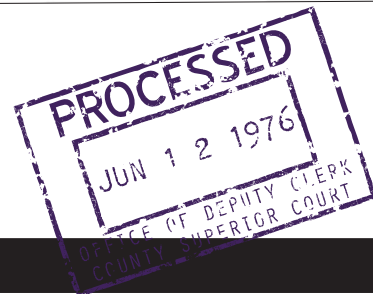
Serious Wounds

- 5 harm** - Unconscious. If you don't receive help you'll take 1 additional harm at the end of the scene.
6 harm - Dying. If you do not receive medical attention you will die at the end of the scene.
7 harm - Dead - If a medic can get to you immediately they might be able to save you with CPR.
8 harm - Destroyed





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THE VISITOR

STORY MOVES

You Get:

☒ **Not of this World:** You might look like one but you are not a human being.

Choose two positive Alien Traits:

☒ _____

☒ _____

☐ _____

Then choose one negative trait:

☒ _____

Choose Zero(to start):

☐ **Mind Trick:** When you use your superior force of will to overpower someone's resolve, you may roll +Soul instead of +Smooth to Get What You Want.

☐ **Real Weirdo:** Choose an additional trait from "Not of This World."

☐ **Mind Meld:** When Giving Someone the Third Degree, the following questions are additional options to ask:

- What hurts you the most?
- What do you not want me to know?
- What do you hold most valuable?

☐ **Strange Visitor... (Requires Not of This World):** Increase one attribute from +1 to +2.

☐ **Last Son of... (Requires Not of This World):** Increase one attribute from +2 to +3.

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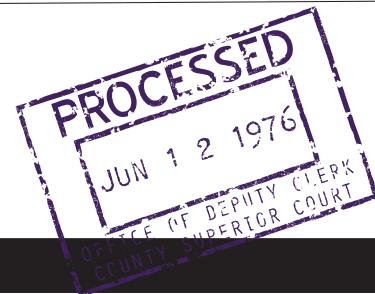
8 harm - Destroyed





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NATURE BOY

STORY MOVES

You Get:

■ **Four-Legged Friend:** Start with an Animal Companion as an additional Thang. Roll with Something Extra when giving your Animal Companion a command.

Moves: (Pick 1)

□ **Raised by Wolves:** When you deal directly with any animal, roll with Something Extra.

□ **Peerless Tracker:** When you Scope the Scene while outdoors you may also choose to ask these additional questions:

- Who or what has traveled here recently, and which way did they leave?
- What will the weather be like for the next 24 hours?
- Where can I find food, water, and shelter nearby?

□ **Now That's a Knife:** When you use an old-school weapon to threaten someone, you may roll with Something Extra when Getting in Someone's Face.

□ **From the Treetops:** When you travel through dense, difficult, or inaccessible terrain, roll +Hustle.

- On a 10+, hold 3.
- On a 7-9, hold 2.
- On a 6-, hold 1.

Spend 1 hold to overcome an obstacle in your way, such as climbing a sheer rock face, leaping from rooftop to rooftop, or swinging from jungle vines. Spend an additional hold to take someone with you.

□ **Silent Stalker:** When you remain motionless while among the foliage, no one will spot you until you make a movement.

□ **Nature's Remedy:** When you spend some time gathering medicinal herbs, you may perform first aid on someone as if you had a First-Aid Kit.

□ **Born Half-Rattlesnake (Requires Four-Legged Friend):** Increase one Attribute from +1 to +2.

□ **King of the Beasts (Requires Four-Legged Friend):** Increase one Attribute from +2 to +3.

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