



There's a Riot Goin' On

It's the early '70's; the City's on fire and the Man is putting the heat on the street. Your character is trying to survive, along with other desperate dreamers and downtown schemers. Luckily you got the funk, the 'fro and the Fu !

Buildin' a Bad Young Brother/Sister

1) Speed: Base Movement Rate (**MV**) = 10 + Level. If in combat modify by -1 for every point of HP lost in that fight so far. If MV=0 the character has collapsed exhausted for the rest of the fight.

2) Health: Roll 1d6+2 Hit Points (**HP**) per level. Reroll at the start of each fight.

3) Style: Roll 1d6 for your beginning martial style:
1=Monkey, 2=Snake, 3=Mantis, 4=Crane, 5=Tiger, 6=Dragon.

4) Superfly: What are you wearing? You also have \$10.

5) 'Fro: Roll 1d6 for Afro hair size: 1-3 Big, 4-6 Damn Big.

Hit It !

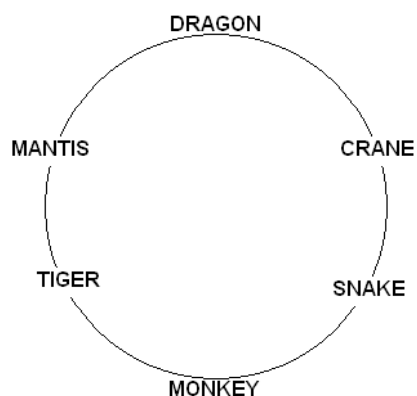
1) Initiative: Roll 1d20 + MV; highest score acts first, the others act in descending order.

2) Attack Roll: Roll 1d20 + Level (-1 for every point of HP lost in the fight so far). If the total equals or exceeds the target's MV, the attack hits and the player describes the strike or throw.

For foes, Level = HD. A character can attack multiple opponents if his/her level is equal or greater to the total of their Levels e.g. a Level 3 character could attack three Level 1 thugs or a Level 2 and one Level 1. An attack roll must be made for attacking each opponent.

It's unlikely in this setting but any foe is wearing some form of body armour e.g. a protective vest, for each point of armour e.g. 4 for vest, subtract -1 from MV (to a minimum of MV 1).

Kung Fu Fighting: Add +2 to the attack roll if your character's style is directly **clockwise** of your target's style on the diagram below. Add +4 if target has no Fu skills (but no XP if win, and -2 to *Word on the Street* rolls for a week).



A roll of '1' is always a fumble; a roll of '20' is always a critical success (in addition to damage done). Roll 1d6 on table below.

Roll	Fumble	Critical Success
1-2	bust lip, damaged clothes	made opponent look foolish
3-4	1HP damage to self	+1d4 damage done
5-6	-1 to further rolls in fight	+1 to further rolls in fight

3) Payback: Roll 1d6 and subtract from loser's Hit Points. If using a melee weapon (e.g. katana, nightstick, chain) roll 2d6 instead and use the highest roll. If using a revolver, rifle or shotgun, roll 2d6 and use both dice (but no fumbles and critical successes result from any gun attack rolls). At 0 HP combatants are wounded and out of action, below 0 HP they must make a Save or die; if they succeed they are just wounded and unconscious for a turn.

4) 'Ki': If wounded but still above 0HP, an unarmed character may attempt to focus mystic inner forces. For each HP lost, a player can elect to add +1 to the following Kung Fu attack roll and if it succeeds, also to the damage roll.

5) Healing: Any HP damage is fully healed after each fight. Characters knocked to negative HP may require the attention of a doctor and foxy nurses.

Take it Downtown

1) Stunts and Sneaking Around: Roll 1d20 + MV => 20 to succeed at leaping from a fire escape, jumping a Harley across the bridge as it opens, hiding from cops in an alley etc.

2) Saves: Roll 1d20 + Level =>20 to resist pickpockets, interrogation, fine uptown hookers, the effects of bad drugs etc.

3) Word on the Street: Roll 1d20 + Level =>20 to ascertain accurate helpful rumours from bartenders, pimps, crooked cops, junkies, bag ladies etc. Modify by -1 for every fight the characters have lost in the last week or by -4 if characters are known to have shot someone. Your reputation precedes you.

4) Hazards: If a hazard that could normally kill a man is encountered e.g. jumping from a runaway bus, characters must succeed in a stunt or subtract 1d4 from their HP (min. 1HP left) for their next combat.

Are you Experienced ?

Characters start at Level 1 with 0 XP. They require 2,000 times the current level to advance to the next level. Defeating foes (but not by shooting them) grants 100 XP per foe's Level and is divided between those characters participating in combat. Characters gain 1 XP per dollar spent on partying, extravagant luxuries or financing community projects.

When a Level is attained, roll 1d6 to learn a new martial style. If a style already known is rolled, the character has not learnt anything new and must wait until the next Level to try again.

At Level 10, a character may decide to retire to a mansion in the hills or a penthouse suite, surrounded by minions and money.

But remember, payback is a bitch !

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