

Tommy Guns and Temperance

Player's Handbook v2.1.1

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Section 1 – OOC Information

Code of Conduct

- Above all else, **everyone participating in the game in any capacity has the right to an enjoyable and harmonious experience.** No single participant's enjoyment should come at the expense of anyone else's, and the game team reserve the right to intervene wherever necessary if we feel that any participants are having their opportunity for enjoyment unfairly impeded upon by any other participant. Such intervention may include asking that you alter your roleplay/characterisation, or for serious infractions may include being asked to leave the site immediately.
- **Regardless of historical accuracy, we will not allow racist, xenophobic, anti-Semitic or misogynist language or behaviour at our events.** Although in real life this was a prevalent aspect of the time period and is not something that should ever be brushed-over, ignored or forgotten, we strongly believe that it is not something that is worthy of modern-day emulation and is not conducive to an enjoyable roleplay experience. Participants are free to portray a character of any nationality, religion or ethnicity that they choose, but such portrayals **must** be respectful and dignified.
- We ask that all participants contribute to an immersive atmosphere in the in-character areas, and as such are discreet when engaging in OOC conversations, keep mobile phones on silent, etc.
- While the nature of the game means that there is the potential for situations where IC tempers flare, we do insist that players are mindful of the OOC emotions of those around them at all times. This counts doubly when performing in character actions such as murder, torture, engaging in any kind of overtly flirtatious roleplay, or any situations regarding the sex trade and sex workers. All players are heavily encouraged to check on other players' OOC well-being during and after engaging in any such roleplay.
- All hand-to-hand or melee combat must be safe and 'pulled' so as not to cause discomfort or injury to any other participants. All participants must avoid hitting their opponents in sensitive areas such as the head, face, throat or genitals. The Game Team will interfere where we feel that unsafe combat is taking place, and reserve the right to ban offending parties from taking part in hand to hand and melee combat if necessary (either temporarily or permanently).
- Under absolutely no circumstances are players to engage in any roleplay that involves sexual violence or are to include any mention of it in any Downtime or character background submissions, etc.
- All participants must be sensible when imbibing alcohol – if you have had too much alcohol to drive then you have had too much alcohol to engage in hand to hand combat. We also insist that participants refrain from imbibing in alcohol to the extent

that their inhibitions are hindered, and we reserve the right to ask participants to leave the in-character areas to sober up where necessary.

- We have a zero-tolerance attitude towards illegal drugs, and any participants found to be in possession of or under the influence of illegal drugs will be asked to leave site immediately.
- Due to the potential for confusion with OOC situations, we ask players to refrain from any roleplay involving Arson during game.

Firearms Phys-reps

- All firearms should be phys-repped appropriately. Firearms phys-reps can be non-firing replicas (such as those made by Denix), BB guns, airsoft guns, cap guns, blank firers, deactivated firearms, etc. Air rifles and genuine firearms are prohibited and may not be brought onto site.
- All firearm phys reps will checked by a referee before time in at the beginning of each event. In the interest of safety all phys reps must be completely empty of gas, BB's, caps, blanks, batteries, etc and such items must not be brought onto site.
- Any deactivated firearms should have with them a certificate of deactivation which should be presented to the referees at the moment of safety checking. If this certificate is not available then the phys rep may not be used.
- Due to the time era that the game is set in we would ask players to ensure that their phys-reps are replicas of firearms that were produced during WW1 or the prohibition era, with the Colt 1911, 'Snubnose' revolvers and Thompson Submachine Gun being of particular merit. We do however understand that cost, Violent Crime Reduction Act restrictions and rarity of such phys reps may be an issue, and we will allow Wild West era (Wild West era firearms are exempt from VCRA as they don't count as Realistic Imitation Firearms) and early WW2 era firearms phys-reps to be used if necessary. Due to the relatively timeless nature of the design, we will happily allow the in-game use of break-action shotgun and bolt-action rifle phys-reps of any time era (within reason).
- If anyone is unsure of the suitability of a particular phys-rep or would like advice on how or where to obtain a suitable phys-rep, then please feel free to contact the game team who will be happy to advise you further.

Section 2 - Combat, Health and Death

Vitality Points

Vitality points represent physical toughness, agility or luck etc. Whenever a character is attacked, the damage of this attack is soaked by their vitality (perhaps the attack missed entirely, the character managed to roll with it, or it hit a non-sensitive area of the body, etc).

Vitality points are lost at a rate of one point per damage grade (i.e. a *Single* will reduce your vitality by one, a *Double* will reduce your vitality by two, etc.).

All starting characters have 4 points of Vitality. This can be increased or decreased by certain skills and attributes.

Lost Vitality points replenish at a rate of one point per thirty minutes of uninterrupted rest (rest being any non-strenuous activity).

When your Vitality points are a positive amount (i.e. above zero) you have nothing to worry about.

If your Vitality points reach zero then you are grievously injured and incapacitated and will begin to bleed out. **A character's bleed out time is five minutes (300 seconds), after which point they are dead.**

Please note that Vitality points and bleed out times represent the MAXIMUM that your character is able to take. If it feels appropriate to begin bleeding out or to die before you would necessarily have to, then we would definitely encourage you to so, but it is the player's individual choice and no expectations should be placed upon them.

There is no coup-de-grace ability in this system.

First Aid and Surgery

First Aid

A character with the *First Aid* skill may extend a dying character's death count to twenty minutes.

In order to use *First Aid* a character with the appropriate skill must expend a lammied First Aid Kit and **maintain phys repped activity with the patient for the entirety of their death count until the patient is passed to a doctor's care.**

A First Aider can only administer *First Aid* to one character at a time.

A character can only receive *First Aid* **once per day** unless they possess any attributes that dictate otherwise.

Surgery

Any character with the appropriate skill may perform surgery on a character who is in their death count.

In order to perform surgery, the player must be in possession of a phys-repped set of *Doctors' Tools* and each session of surgery on a patient will exhaust a minimum of one set of *Doctor's Sundries*, whether the patient survives or not

Each doctor will be given a 'deck' of surgery cards. 75% will be blank, the rest will be SHOOT DICE cards.

Upon being presented a patient (i.e. a character in their death count), the patient's death count is immediately halted and the doctor must shuffle their deck and draw a card at random.

If any of the blank cards are drawn, then after some appropriate phys repped activity (no less than 5 mins) the patient recovers and returns to 1 vitality (but do remember that a character can only benefit from First Aid once per day).

If the SHOOT DICE card is drawn, the doctor must play a basic craps game (instructions will be on the card so don't worry about memorising it)

To Shoot Dice, the doctor rolls 2D6.

On a roll of a 2, 3 or 12, the doctor loses and the patient dies.

On a roll of 7 or 11 the doctor wins and the patient is returned to 1 vitality point after some phys repped doctoring (no less than 5 mins).

If the doctor rolls any other result, remember this number (the 'point number') and keep rolling.

If the doctor rolls the point number a second time then the doctor wins and the patient is returned to 1 vitality after some phys repped doctoring (no less than 5 mins)
If the doctor rolls a 7 before rolling the point number a second time, then the doctor loses and the patient dies.

(i.e. to translate into craps terms, any dice result that would mean a payout for the Pass Line means the patient lives, any dice result that means a loss on the Pass Line means then the patient dies)

Combat Calls

In order to make a ranged combat call then the attacking character should aim their weapon at their target, **spend three seconds aiming**, and then identify their target and declare their damage (“Tall guy in the red hat, *Double!*” etc). Each subsequent shot should be after a further three seconds aiming time.

If it is absolutely obvious who you are aiming at (such as if you are face to face) then there is no need to identify your target.

If there is any ambiguity towards who you are aiming at or the target cannot be made aware that they are being fired at then the shot misses, but any blatant abuse of this rule will be considered as cheating.

When you are at point blank range using a firearm then you may call *Fatal* (point blank in this instance being defined as the barrel of the gun being within 6” of the target)

As this is a calls-only system and not a blanks or caps system, we do ask that all verbal gunfire calls should be made at a sufficient vocal volume so that people within earshot can be made aware that gunfire is occurring. The only exception to this rule is when the weapon being used is fitted with a silencer (see the armoury section), in which case then any volume is sufficient (even a whisper) as long as the target is aware of the call.

Hand to hand or melee combat does not require such an audible damage call, but all melee combat should be limited to one strike per second.

Each ranged combat call will exhaust one round of ammunition from the weapon used (unless otherwise stated, such as with the *Twin Heaters* skill).

When a firearm is empty then an appropriately phys-repped reloading action of no shorter than 3 seconds per magazine (or per individual round in the case of revolvers, shotguns and rifles) is required before it can be fired again.

Damage Call	Effect
<i>Single</i>	Reduces the target's Vitality points by one
<i>Double</i>	Reduces the target's Vitality points by two
<i>Triple</i>	Reduces the target's Vitality points by three
<i>Quad</i>	Reduces the target's Vitality points by four
<i>Fatal</i>	Reduces the target's Vitality points to zero and they immediately enter their death count.
<i>Knockdown</i>	The target must hit the floor, with both shoulders touching the ground.
<i>Disarm</i>	The target must drop whatever they are holding. OOO the target should be given a sporting chance to carefully place their equipment on the floor without being pummelled with follow-up attacks.
<i>Subdue</i>	This call represents non-lethal damage. Characters subjected to Subdue damage should roleplay being in pain, and if they choose to they may fall unconscious, but this is a roleplay choice.
<i>Boom</i>	This call represents an explosion. Everyone within 10' of the origin point of the call takes a <i>Quad-Knockdown</i> .

Weapons

Holdout Handguns

Phys Rep:	'Snubnose' Revolver (Colt Detective Special, etc), Colt 1908, etc
Ammo Capacity:	Six Rounds
Range:	10ft (Approx 3 paces)
Damage:	Single
Special:	Can be concealed with appropriate skill. Semi-automatic Holdout Handguns can have a silencer fitted



Revolvers

Phys Rep:	Smith & Wesson Model 10, Webley Mk VI, Enfield Mk II, etc.
Ammo Capacity:	Six Rounds
Range:	30ft (Approx 10 paces)
Damage:	Single



Semi-Auto Handguns

Phys Rep:	Colt 1911, Browning M1910, Mauser C96, Luger P08, etc.
Ammo Capacity:	Eight Rounds
Range:	30ft (Approx 10 paces)
Damage:	Single
Special:	Can have a silencer fitted



Break-Action Shotguns

Ammo Capacity:	One or Two Rounds (dependant on phys-rep)
Range:	15ft (Approx 5 paces)
Damage:	Double Or Quad (double-barrel shotguns only - expends 2 rounds)



Pump-Action Shotguns

Phys Rep:	Remington Model 10, Winchester Model 1912, etc.
Ammo Capacity:	Six Rounds
Range:	15ft (Approx 5 paces)
Damage:	Double



Rifles

Phys Rep:	M1903 Springfield, M1917 Enfield, Lee Enfield 303, Mosin Nagant M1891, etc.
Ammo Capacity:	One or Five Rounds (depending on phys-rep)
Range:	45ft (approx 15 paces)
Damage:	Double



Automatics

Phys Rep:	Thompson SMG, BAR, etc.
Ammo Capacity:	Six bursts
Range:	30ft (Approx 10 paces)
Damage:	Quad (one burst)



Dynamite

Range:	Thrown or set
Damage:	'Boom' (quad knockdown)

Melee Weapon (One-Handed blunt)

Phys Rep:	Brass knuckles, Small Crowbar, Lead Pipe, etc.
Damage:	Subdue
Special:	Small weapons (no bigger than hand size) can be concealed with appropriate skill Brass knuckles double your dice roll score to determine the winner when used in a prizefight

Melee Weapon (Two-Handed blunt)

Phys Rep:	Baseball bat, Sledgehammer ,etc.
Damage:	Subdue Or Single

Melee Weapon (Sharp)

Phys Rep:	Knife, Meat Cleaver, Straight-razor, etc.
Damage:	Fatal (if target is struck from behind or by surprise) Or Single
Special:	Small weapons (no bigger than hand size) can be concealed with appropriate skill

Murder, Assassination & PvP

Due to the nature of the game we are expecting instances of PvP to occur, as with many other LRP systems. We ask all players to be mindful of the following points:

- The in-character penalty for murder is at best life imprisonment, or at worst the electric chair or a bullet to the head, therefore gratuitous or overt murder is not a wise cause of action.
- The game team will not take kindly to any player who we feel to be 'griefing'.
- While we do expect IC murder to potentially result in vendettas and gang wars etc, we will not tolerate OOC or meta-gamed 'tit for tat' PvP (such as avenging the death of your own previous character, using OOC knowledge to identify the perpetrator, etc).
- Any player who is going to attempt to assassinate another character is heavily encouraged to inform a referee of their intentions in advance so that we may discreetly adjudicate. If the attacking player does not first inform a referee and allow us adequate time to prepare for adjudication then in the event that there is any argument as to the events of the incident then we will always err on the side of the defending player.
- There is no coup de grâce call in this game. Once a character is in their death count then further attacks are ineffective.

Poisons & Antidotes

Players with the appropriate skills may administer poisons and antidotes.

There are two types of poison - Fatal and Knockout.

Poisons must be phys repped appropriately (i.e. a small package of powder or a small bottle, etc)

Players wishing to administer a poison to another player character **must** inform a referee of their intentions **before** taking any action so that we may adjudicate. If poisoning a NPC crew member it is sufficient to discreetly inform them out of character that they have been poisoned.

In order to poison someone you must mime adding the poison to their food or drink using your phys reps (without actually adding anything) and the target must then consume the poisoned item.

In general, Knockout poisons will render the target unconscious within a few minutes and they will remain that way for 5-10 minutes. Antidotes are ineffective against knockout poisons and the only option is to let it run its course.

In general, Fatal poisons will cause the target to feel unwell and nauseated after about 20 minutes. After about 50 minutes the target will fall unconscious. After about 60 minutes the target will die. If the target is administered an antidote by a doctor before falling unconscious then they will feel unwell for the remainder of the hour and then suffer no further ill effects. After they have fallen unconscious the target will require Surgery (with the usual requirements) as well as a dose of antidote.

Administering multiple doses of poison to the same target has no extra effect. Administering poison to a communal food or drink source (such as a tea urn) has no effect whatsoever due to dilution

Section 3 – Miscellaneous Rules

Firearms Laws

New Temperance has 'right-to-carry' laws. Any adult who does not have a criminal record may freely purchase any handgun, shotgun or rifle. It is legal in New Temperance to carry a concealed handgun. While shotguns and rifles are legal to own, it is not exactly legal to walk down the street with one!

Automatic weapons, silencers and explosives are illegal to own.

All firearms that are purchased legally will have a serial number, and the firearms dealer who sold the weapon will take record of the name and address of the person purchasing the firearm. This would be enforced as stringently as it would be when attempting to obtain a credit card in modern society (i.e. it is possible to fraudulently gain one in someone else's name, but is difficult).

It is possible to file down the serial number to the point where it is illegible, but this practice is highly illegal and if a character is caught by the police to be in possession of a firearm with no serial number they are likely to be arrested on the spot.

All firearms in game will have an associated lammie. This does not need to be attached to the weapon, but should be kept on your person when the weapon is in your possession or with the weapon when it is not. On the lammie will be the firearm's serial number OR indication that the serial number has been filed down. The game team will have a record of who the IC registered owner is to each serial number that has not been filed down. It is not necessary to phys rep the serial number on the weapon phys rep itself.

Any character who purchases a firearm either as part of their starting equipment or in Downtime should indicate whether they are buying a licensed and registered firearm or whether they are removing the serial number so that the game team may adjust their records appropriately and provide the correct lammie in game.

Any *Feds* or *Gumshoes* are able to call the Bureau and/or NTPD and give the serial number of a firearm and have them check the name and address of the registered owner. All firearms that are supplied to *Feds* are given in the name of their undercover alias (if applicable) and will check out as such.

Prizefighting

Characters may engage in prizefights either against each other or against NPC characters.

Before the fight takes place each combatant will separately be taken to one side and roll a dice with a referee and add their current Vitality score to the dice roll. The player with the highest score is the winner of the fight. It is possible for a player to throw the fight and concede victory regardless of the result of the dice roll, in which case they should make the referee aware of their intentions.

If a player uses Brass Knuckles in a prizefight then their dice roll score is doubled. However, please note that the use of brass knuckles in a prizefight is highly contrary to etiquette (to put it lightly) and the adjudicator of the prizefight will usually check the fighters' hands as procedure, and anyone found using brass knuckles will be disqualified. Of course nothing is stopping you attempting to bribe the judge to turn a blind eye.

Prizefights are a mainly roleplay led event and although the outcome is predetermined we would ask that any players who are engaged in such activity make it an enjoyable spectacle for others who are watching and/or gambling on the fight.

As with all hand to hand combat we must insist that players do not engage in any unsafe conduct, and the consequences for acting in an unsafe manner may range from being stripped of the right to engage in hand to hand combat to being asked to leave the site.

Safecracking

This skill allows a character to unlock handcuffs or to pick the lock on a container/door etc. A lock will be denoted OOC by one or more knotted pieces of rope attached to the door/container and to a padlock.

Unlocking a pair of handcuffs requires a minimum of thirty seconds of phys-repped activity using appropriate IC tools. The person unlocking the handcuffs must have both hands free (i.e. not be handcuffed or restrained themselves) and it is not possible to pick the lock on your own handcuffs.

Safecracking is carried out by undertaking phys-repped activity using appropriate IC tools followed by genuinely untying the knots. A minimum of one minute of phys-repped activity is required before attempting to untie each knot (i.e. if there are three knots in the rope then a minimum of three minutes), and a knot takes as long to untie as a knot takes to tie! The lock is deemed to be open once a sufficient amount of knots are untied that the rope can be removed from the padlock. **Please note that any knots in the rope holding the padlock in place or attaching the padlock to the locked container or door (if applicable) do not need to be untied.**

There will also be a padlock attached to the knots in the rope. If the key obtained and the padlock unlocked with the key then the IC lock is deemed to be open. Opening a padlock with a key does not require the safecracking skill. Unlocked padlocks should not be removed but should be left hanging on the rope in the open position. If all of the padlocks on the rope are open then the IC lock is open, regardless of the number of knots in the rope. Especially well locked containers may have two or even three padlocks, in which case all of the padlocks must be unlocked for the lock to be considered open IC. **In order to prevent confusion, any keys that are to IC locks will be labelled identifying them as such.**

A character who possesses both the Safecracking and Explosives skills can attempt to blow open a lock with dynamite. A referee must be present when using this method. Please note that this is obviously noisy, and careless or gratuitous application of dynamite may cause damage to the contents of the locked container and/or the surrounding area and/or any bystanders! Of course when blowing a locked door open this may well be the desired effect...

For certain containers there may be other ways to gain access than picking the lock (E.g. a locked leather briefcase may feasibly be cut into with a knife; a locked desk drawer could be pried open with a crowbar, etc.) This is at referee's discretion and will require a referee to be present; no assumptions should be made. Please also note that any character that opens a container in any manner other than picking the lock runs the risk of damaging the contents, and depending on the method used may create noise.

Telephones, Telegrams & Contacts

On events there will be at least one in-character telephone and stationary for in-character telegrams that can be used by players to contact NPCs, businesses and organisations in New Temperance City and beyond.

Every character may have people who they may feasibly contact for whatever reason (friends, family, business associates, etc), but please bare in mind that we expect players to 'insanity-check' this based on their skills and background etc, and a referee may veto this action (e.g. If a Doctor character were to contact someone at the hospital this is perfectly acceptable, for the same player to just so happen to apparently be friends with a notorious hitman who they are calling upon to attack another player is not).

There will also be a in-character telephone book with lists of some possible businesses that could be contacted in game. This is by no means exhaustive and players are free to contact any feasible business they can imagine. Some suggestions are taxi companies, firearms merchants, couriers, etc.

Please note that it is not possible to contact another player character who is not on event.

In order to use the telephone the character should find an in-character telephone (phys-repped by a 1920's candlestick style telephone) and should have a referee present who can play out the conversation.

In order to send a telegram, please fill out a telegram with the message that you wish to send and ensure that it 'gets to the Western Union office' (i.e. the referees) along with the appropriate fee which is usually \$1.

It is also possible to send and receive money transfers via Western Union.

Section 4 – Character Creation

Attributes

All characters start with 15 Attribute Points which can be spent on Skill Points, Property Points, cash, amenities and character bonuses.

Please note characters do not automatically start with any Cash, Skill Points or Property Points other than those purchased with Attribute Points.

Any attributes with a minus cost associated with them grant extra Attribute Points if taken. A maximum of two of these attributes can be taken.

Any attribute where the cost is marked with an asterisk may be purchased more than once.

Any unspent Attribute Points, Property Points or Skill Points are lost.

Attributes may only be purchased at character generation, so choose wisely. Some attributes may be gained through roleplay and/or Downtime action after character generation (such as applying for NRA membership, hiring more Goons, promoting a Goon to capo, opening new businesses, etc). Others are impossible to gain after character generation (such as becoming a Fed)

Attribute Name	Description	Attribute Points Cost
Skilful	+1 Skill Points	1*
Cash	<p>+\$150 starting cash (Please see the <i>Equipment</i> section)</p> <p>New characters gain the first two purchases of this attribute for free</p> <p>For every event that they crew/referee, a participant may gain one purchase of this attribute for free for their character when they play.</p>	1*
Property	+1 Property Point (please see the <i>Property & Businesses</i> section)	1*
Loan	<p>+\$600 cash OR +4 Property Points. Character is in debt to a loanshark and in Downtime the character must make payments of at least \$200 per downtime until a total of \$800 is repaid. Missed or short payments may have dire consequences. There is no discount for early resettlement.</p> <p>Characters with this attribute cannot take the <i>Debt</i> attribute.</p>	0
Debt	<p>As per loan, with the exception that you do not gain the starting cash or property points.</p> <p>Characters with this attribute cannot take the <i>Loan</i> attribute.</p>	-1
Investment	Pre-requisite: Wiseguy	1*

	<p>The Character has been placed in charge of some of their gang's business interests. For each purchase of this attribute the character gains 5 Property Points, but must pay \$200 per downtime as kickback to their gang superiors every downtime or else fall into disfavour.</p>	(max 2)
Goons	<p>For each purchase of this attribute characters gain 5 NPC minions under their command. Goons come equipped with a handgun and a melee weapon each. Vehicles and heavier weapons must be supplied by the player character.</p> <p>The Goons will expect a regular salary. It is down to the player to decide how much they pay, but each of your Goons will expect a bare minimum of \$60 per downtime or may become disgruntled or even rebellious. Paying over the odds, if you can afford it, will ensure that your Goons remain happy, motivated, and loyal.</p> <p>Dead, arrested or defected Goons will not be automatically replaced and will require active player recruitment (i.e. Downtime action) in order to gain replacements.</p> <p>These Goons are intended for use in Downtime and 'off-camera' activity during game. This could include running rackets, carrying out jobs and day to day tasks, etc.</p> <p>Please be mindful of NPC limitations when handing out instructions to your Goons during gametime via telephone etc (i.e. it is highly likely to be impossible for the game team to phys rep your Goons appearing on site en-mass, etc)</p>	1* (Max 2 at character generation)
Capo	<p>Prerequisite: Goons</p> <p>One of the existing NPC Goons under the command of your character is more advanced than your average Goon, and now is in possession of one Knowledge skill of the player's choosing and one of the following skills of the player's choosing:</p> <ul style="list-style-type: none"> - Bootlegger - Getaway Driver - Safecracker 2 - Explosives - Sniper - Further Knowledge - An extra Knowledge skill of the player's choice <p>This NPC Capo will now become a named NPC (please provide a name or we will give you one) but your capo will now expect a minimum salary of either \$120 each Downtime, or double what you are paying your normal Goons (whichever is greater).</p>	1* (Max 1 Capo for every 5 Goons you employ, or fraction thereof)

	<p>Please note Capos will not automatically be in possession of any necessary equipment to suit their skill-set and these must be provided by the player.</p> <p>As with all Goons, in the event of the Capo's death, incarceration or defection they will be lost forever and will not be replaced automatically.</p> <p>Please be mindful of logistical limitations and accept that this character may be portrayed by different people game-to-game if they are to make an appearance.</p> <p>Each downtime a Goon can be promoted to Capo as a free Downtime action but there is always a cap of one Capo per five Goons in your employ or fraction thereof.</p>	
I Know a Guy...	<p>Characters with this attribute have the necessary contacts within New Temperance City to obtain black market items and can freely purchase illegal items either in their starting equipment or in Downtime.</p> <p>Please give a name and/or details of who your black market contact is.</p> <p>Please note that buying items and selling them on to other players/NPCs for a profit is a perfectly legitimate course of action.</p>	2
... Who Knows a Guy	<p>Pre-requisite: I Know a Guy...</p> <p>Characters with this attribute can communicate with their black market contacts by telephone in game and request items for delivery (at a fee). Depending on the item(s) requested and the amount that the character is willing to pay for them, the time for delivery can take anywhere from 30 minutes to 24 hours.</p>	2
Friends in Foreign Places	<p>Characters with this attribute have contacts who are able to smuggle contraband into New Temperance City for you in downtime, assuming that the other criteria are met. Please see the <i>Smuggling</i> Section.</p>	4
Multitasker	<p>Characters with this attribute gain 1 extra Downtime Point to use each downtime (i.e. 6 instead of 5)</p>	3
Tenacious	<p>Characters with this attribute are able to receive First Aid twice per day rather than the usual limit of once.</p>	3
Hustler	<p>Any gambling related skills taken by the character have double the normal amount of uses</p> <p>Note – we are fully aware that it's technically possible to take <i>Hustler</i>, <i>Ace in the Hole</i> and <i>Read Em & Weep</i>, spend the rest of your points on cash, and nearly quadruple your money in two hands of blackjack. We have done the maths and we know exactly how potentially lucrative this is.</p> <p>Do bare in mind that this means sinking all of your points into being able to do just one very specific thing and very little else, and</p>	4

	racketeers tend to not be impressed when someone is too lucky at their tables. If you're going to try it then good luck cashing in your chips and getting out alive with the money!	
Lucky Bastard	Characters with this attribute may once ever cheat death and miraculously pull through. The first time that the character is in a situation where they should be dead they are instead alive but exceptionally injured (but on 1 vitality). Once the ability has been used the character gains any two of the following: Scarface, Arm wound, Leg Wound, Bleeder, Glass Jaw.	4
Champ	Characters with this attribute are able to re-roll their dice roll to decide the victor when engaged in a prizefight. They must accept the second result, even if it is worse than the original.	2
Knucklehead	Characters with this attribute are not 'book smart'. The player must roleplay being poor at maths and written English, having low knowledge of literature, history, etc, and may not take any of the following skills: Quack, Doctor, Chemist or any academic Knowledge skills. Please note that this attribute represents characters being uneducated, rather than possessing a learning difficulty or similar.	-2
Scarface	Characters who take this attribute have prominent scarring in an obvious and hard to conceal area of the body such as the face or neck. This must be phys-repped in game using a suitable method such as Latex or Rigid Collodion.	-1
Shaky Hands	Characters with this attribute have trouble keeping their aim straight. All aiming times are doubled.	-2
Addict	Characters who take this attribute are addicted to opiates. The character must consume at least a single dose of narcotics or Doctor's sundries during each twelve hour period (between midnight and midday and vice-versa) or else suffer from withdrawal until they are able to get their fix. The precise in-game effects of withdrawal will be detailed privately. It is possible to overcome such an addiction, but is not easy. Please note this attribute may be imposed upon a character as the result of in game events without receiving the associated Attribute Points benefit.	-3
Arm Wound	Characters who take this attribute have a permanent arm injury and are unable to use any two-handed weapons and are unable to lift and carry heavy objects, etc. It is possible to recover from this through rehabilitation, but not easily Please note this attribute may be imposed upon a character as the result of in game events without receiving the associated	-2

	Attribute Points benefit.	
Leg Wound	<p>Characters who take this attribute have a permanent leg injury and are not able to run.</p> <p>It is possible to recover from this through rehabilitation, but not easily</p> <p>Please note this attribute may be imposed upon a character as the result of in game events without receiving the associated Attribute Points benefit.</p>	-1
Glass Jaw	<p>Characters who take this attribute are physically weak and all melee attacks will additionally cause <i>knockdown</i>.</p> <p>Please note this attribute may be imposed upon a character as the result of in game events without receiving the associated Attribute Points benefit.</p>	-1
Bleeder	<p>Characters who take this attribute receive half the usual benefit when receiving First Aid (i.e. they have their death count increased to fifteen minutes rather than thirty).</p> <p>Please note this attribute may be imposed upon a character as the result of in game events without receiving the associated Attribute Points benefit.</p>	-2
Happy Family	<p>Characters who take this attribute have a NPC spouse and children. All living expenses are tripled. Your family may also have other requirements and demands made of you during game and/or Downtime.</p> <p>Please note we absolutely want to avoid any references to violence against children. Don't even think about it.</p>	-3
Vendetta	<p>Characters who take this attribute have made a dangerous NPC enemy who wants to see them six feet under.</p> <p>Players should explain in their character background who this enemy is and why they might want you dead.</p> <p>Please note this attribute may be imposed upon a character as the result of in game events without receiving the associated Attribute Points benefit.</p>	-2
Public Enemy	<p>Characters who take this attribute have a warrant out for their arrest.</p> <p>Players should explain in their character background what crime they are wanted for and why.</p> <p>Please note this attribute may be imposed upon a character as the result of in game events without receiving the associated Attribute Points benefit.</p>	-2

<p>Informant</p>	<p>Characters with this attribute are an informant to the Bureau of Investigation. Please note an informant is an entirely different thing to a Fed.</p> <p>Informants are expected to provide the Bureau with information regarding underworld activities each Downtime (using a <i>special</i> action) and/or in game using the telephone, telegrams, secret meetings, etc.</p> <p>Depending on the quality of their information, Informants may operate with relative impunity to the law and in the best case scenario will find that they can operate illegal rackets unimpeded by the law.</p> <p>Any character may become an Informant at any time, but once you have started down this route you will be expected to regularly submit reports to the Bureau of Investigation or else lose the benefit of their turning a blind eye.</p>	<p>0</p>
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Career Attributes

The following attributes are free to take, but please bare in mind they will have profound effects on your characterisation and roleplay and **players should think carefully before taking them**.

They need not be mutually exclusive, but combining them will have more extreme effects on your characterisation and roleplay (e.g. a Wiseguy/Gumshoe will be expected to carry out tasks in favour of the gang similar to the character Mike Ehrmantraut in Breaking Bad, a Wiseguy/Fed will be expected to act in the best interests of the gang while maintaining his cover similarly to the character Colin Sullivan in The Departed, Etc.)

Journalist	<p>Characters with this attribute are a freelance journalist for one of the New Temperance City newspapers.</p> <p>Journalists would be wise to purchase a camera.</p> <p>Journalists may be given specific stories to cover by their editor, otherwise they are free to pursue any 'scoop' they wish. If Journalists have a finished story they should submit it as part of their Downtime. Depending on the nature and quality of their article then this may have in game roleplay effects (such as affecting the reputation of another character or NPC). Journalists are hired on a freelance basis and are paid cash for each article they submit.</p> <p>Please note this attribute is specifically called 'Journalist' and not 'Reporter'. While the backbone of this attribute is to submit news reports, other types of article such as human interest pieces, agony aunt columns, sports reports, restaurant reviews etc are all similarly welcome.</p> <p>Submitted articles of a suitable quality will be used in printed IC publications (but may be subject to editing).</p>	0
Wiseguy	<p>Characters with this attribute are a fully inducted mid-ranking member of an existing NPC led gang as detailed in the <i>Welcome to New Temperance</i> document.</p> <p>Before character generation please contact the game team to discuss which gang you wish to join.</p> <p>Please note that existing gangs may have ongoing aggressions/rivalries with other gangs that you may be dropped into the middle of.</p> <p>You will receive secret inside information about the gang and during game can expect to receive instructions/tasks from your superiors. As time progresses your character may raise in rank among the gang or fall into disfavour where applicable.</p> <p>Please note it is not necessary to take this attribute if joining a player-led gang.</p>	0
Gumshoe	<p>Characters with this attribute are a licensed Private Investigator.</p>	0

	<p>Gumshoes will receive a phys repped Private Investigators license, cases for them to work (either private clients or occasionally from the New Temperance Police Department) and a PI's Office from which they can work (Please see the <i>Property and Businesses</i> section).</p> <p>All Downtimes submitted by Gumshoes must be in the form of a film-noir style short story. Rainy nights, smoky rooms and dangerous dames are a must. It's a style thing!</p> <p>Please note that the game team wish to limit the amount of Gumshoes in game, and if the number of players who wish to play Gumshoes exceeds the number of Gumshoes that we wish to have in game at any one time then we may regretfully request that a player adjust their character concept or play a different character entirely.</p>	
Fed	<p>Characters with this attribute are an undercover agent with the Bureau of Investigation.</p> <p>Feds may not independently own commercial property or be the head of a gang and should seek out employment in either a player led or NPC gang (Donnie Brasco wasn't the Don...)</p> <p>You can choose whether you are straight-laced or corrupt, with each having their own pros and cons, and you should indicate your choice in your character background. Please consider your choice carefully, as once you have chosen it will be virtually impossible to change without some extreme roleplay.</p> <p>In their player pack at the beginning of each event a Fed may be given one or more assignments by their superiors which they are expected to carry out (or in the case of corrupt agents, make the appearance of carrying out).</p> <p>Feds are expected to maintain their cover at all times, and as such are allowed to gamble and imbibe in alcohol and break other minor laws with impunity (within reason) in order to protect their identity.</p> <p>Feds gain one handgun and (if desired) one shotgun or rifle for free. Any other equipment that they deem necessary they may request from their superiors (either in Downtime or by telephone), but depending on the nature of the request it is not guaranteed to be obliged. Feds may also make other requests to their superiors via telephone which will be considered on a case-by-case basis.</p> <p>Feds also gain cash per event for expenses, with the amount depending on in-game economic factors and the character's standing with their superiors. Feds are expected to hand over their remaining cash to the bureau at the end of each event. Whether you actually do or not is down to player choice.</p>	0

	<p>Feds have a code of conduct and may not commit murder or other capital crimes (or in the case of corrupt agents, may not be caught committing such crimes), but may act in self defence or in the defence of a civilian.</p> <p>In Downtime a Fed must submit a report of the event that has occurred and their ongoing investigation. The quality and apparent accuracy of this report may affect the character's standing with their superiors. They can also undertake independent investigation into locations or people or other similar actions if they so wish. They can also engage in whatever actions are required in order to maintain their cover. Corrupt Feds may wish to engage in 'other activities' (nudge nudge wink wink).</p> <p>Please note that the game team wish to limit the amount of Feds in game, and if the number of players who wish to play Feds exceeds the number of Feds that we wish to have in game at any one time then we may regretfully request that a player adjust their character concept or play a different character entirely.</p>	
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Skills

Starting characters have as many skill points to spend as they have purchased using their attribute points.

Skills marked with an asterisk are able to be purchased more than once

Zero Point Skills	
Driver	<p>Characters with this skill are able to drive a car or truck at basic proficiency.</p> <p>This skill may be taken in downtime after character generation at a cost of 1 Skill Point</p>
<p>Knowledge*</p> <p>(first purchase of any knowledge skill is free, 1 Skill Point per purchase thereafter)</p>	<p>Characters with this skill possess knowledge in a subject of the players choosing. This is a mostly roleplay skill but at refs discretion may provide bonuses in relevant situations in game and in downtime. The subject can be as broad or as specific as you wish, but in general more specific knowledges will gain better results.</p> <p>Please think carefully about your character's background and what might be their 'specialist subject(s)' if they were to play Mastermind.</p> <p>Some Knowledge skills may have an associated loresheet provided by the game team that may grant abilities to be used in game and/or downtime (assuming the character has access to relevant equipment and/or premises where required) or bonuses to existing skills, business/racket income, etc.</p> <p>Certain rackets, plans or schemes will require the involvement of characters with the relevant knowledge skills in order to have any chance of success (e.g. counterfeiting).</p> <p>For the sake of roleplay it is the player's responsibility to research into their chosen subject(s).</p> <p>Rule Seven applies: 'Knowledge: Renaissance Artwork' is perfectly acceptable. 'Knowledge: The Combination to the Vault of the National Bank' is absolutely not.</p> <p>This skill is not able to be used as a replacement for any other existing skill (e.g. 'Knowledge: Safecracking' could not be used as an alternative to purchasing the Safecracking skill)</p> <p>This skill may be taken in downtime after character generation at a cost of 1 Skill Point per purchase</p>
One Point Skills	
Conceal	<p>Characters with this skill are able to conceal upon their person one small item (either a holdout handgun, other item marked as 'concealable' in the equipment section, or a personal item no bigger than hand size) which is not detected if the character is patted down.</p> <p>An OOC effort must be made to genuinely conceal the item or weapon; a gun that's in an uncovered belt holster or blatantly sticking out of a pocket etc is not concealed.</p> <p>Guns in holsters are acceptably concealed if the holster is worn under a jacket or coat etc or otherwise suitably hidden.</p>

	<p>Please note that this skill only allows the item to be concealed from a pat-down, not from a more thorough search like what would be conducted at a police station or prison.</p>
<p>Detect Lie* (max 2)</p>	<p>Prerequisites: Fed, Gumshoe or Journalist Characters with this skill are able to once per day tell if they have been lied to. This skill can only be used on verbal communication (face to face or telephone) and not written communication. Anyone using this skill should discreetly ask out of character if they have just been lied to, and the response should be a binary Yes or No.</p> <p>If the character has purchased this skill and the more expensive version that has no pre-requisites then their number of daily uses stacks.</p>
<p>Bootlegger</p>	<p>Characters with this skill have the knowledge and skill required to produce Beer, Wine and Moonshine in Downtime.</p> <p>Beer and wine production requires access to a brewery. Moonshine production requires access to a distillery.</p> <p>Please see the Downtime section for more information.</p>
<p>Twin Heaters</p>	<p>Characters with this skill may competently use a handgun in each hand in combat, allowing them to make the <i>Double</i> damage call. This expends a bullet from each handgun.</p> <p>If this skill is taken in downtime after character generation then the Character must be a member of the NRA in order to gain firearms tuition, or have another character who already possesses the skill spend a Special Action in Downtime giving tuition.</p>
<p>Experimental Surgery</p>	<p>Prerequisite: Doctor Characters with this skill may once per event try to save a patient from death if they die during surgery. The doctor must declare use of this ability within two minutes of the patient's death or else lose the chance.</p> <p>To use this ability the doctor must expend 2 extra Doctors Sundries and spend no less than 5 minutes carrying out phys repped experimental surgery. At the end of this 5 minute period the doctor should flip two coins.</p> <p>If both coins are heads the patient recovers and is returned to 1 vitality. If one coin is heads and one tails the patient requires a further dose of Doctors Sundries and another 2 minutes of phys repped surgery, and will then recover. If both coins are tails the patient dies permanently.</p> <p>Anyone who has this ability used on them and survives will gain the <i>Fiend</i> attribute and can never again be the recipient of Experimental Surgery.</p>
<p>Getaway Driver</p>	<p>Prerequisites: Driver Characters with this skill are able to drive skilfully at high speeds and make evasive manoeuvres when operating a car or similar vehicle. They add two points to the speed rating of any vehicle they are driving.</p>
<p>First Aid</p>	<p>Characters with this skill are able to staunch wounds and relieve pain. In game terms this allows a character to halt another character's death count and extend it to thirty minutes. Characters must be in possession of a phys-repped <i>First Aid</i> Kit (see the equipment section) in order to use this skill, which is expended after using this skill.</p> <p>Characters with this skill are also able to administer antidotes.</p>
<p>Lockpicking</p>	<p>Characters with this skill are able to pick basic locks. Please see the</p>

	<p>Safecracking section for more information.</p> <p>Use of this skill requires the character to be equipped with a phys-repped set of lockpicking tools (see the equipment section).</p>
Two Point Skills	
Safecracking	<p>Prerequisites: Lockpicking Skill</p> <p>Characters with this skill are able to pick combination locks and car locks. Please see the Safecracking section for more information.</p> <p>Use of this skill requires the character to be equipped with a phys-repped set of lockpicking tools (see the equipment section).</p>
Detect Lie* (max 2)	<p>Characters with this skill are able to once per day tell if they have been lied to. This skill can only be used on verbal communication (face to face or telephone) and not written communication. Anyone using this skill should discreetly ask out of character if they have just been lied to, and the response should be a binary Yes or No.</p> <p>If a Fed, Gumshoe or Journalist character has purchased this skill in addition to the cheaper version available to them, then their number of daily uses stacks accordingly.</p>
Poker Face	Characters with this skill may choose to respond 'no comment' if they have the Detect Lie skill used on them.
Conceal 2	<p>Prerequisites: Conceal Skill</p> <p>Characters with this skill may conceal a total of up to three concealable items about their person.</p>
Tough 1	Grants +1 Vitality
Charm* (max 2)	<p>Characters with this skill may once per day influence a person's disposition towards themselves positively. Use of this skill should be preceded by appropriate roleplay of at least a few seconds, and then indicated by the verbal '<i>Charm</i>', upon which the targeted person should roleplay being in admiration of the person using this skill.</p> <p>Please note that use of this skill will not change a person's moral outlook and it will not help a character caught with a smoking gun, but may persuade a shopkeeper to give you a discount, a croupier to give you a loan, etc.</p> <p>Characters may also use one of their daily uses of Charm to resist a Charm effect with the verbal '<i>Resist</i>', which will also grant immunity to that specific character using the same effect on them for the rest of the day.</p>
Intimidate* (max 2)	<p>Characters with this skill may once per day influence a person's disposition towards themselves negatively. Use of this skill should be preceded by appropriate roleplay of at least a few seconds, and then indicated by the verbal '<i>Intimidate</i>', upon which the targeted person should roleplay being frightened of the person using this skill.</p> <p>Please note that use of this skill will not change a person's moral outlook and will not sway police with a warrant, but may persuade an aggressor to back down, a witness to 'conveniently forget' what they just saw, etc.</p> <p>Characters may also use one of their daily uses of intimidate to resist an Intimidate or Charm effect with the verbal '<i>Resist</i>', which will also grant immunity to that specific character using the same effect on them for the rest of the day.</p>
Showperson	<p>Prerequisite: Charm</p> <p>Once per day with this skill puts on a performance on event then everyone in the audience is subjected to the <i>charm</i> call, lasting until the end of the day.</p>

	<p>This mass charm should be indicated by the call '<i>Mass Charm</i>'.</p> <p>Please note this should be an actual performance in a 'stage' area, not an impromptu performance (i.e. you can't suddenly start tap dancing in the middle of a gun fight and expect it to work!)</p>
Interrogate	<p>Characters with this skill are able to extract information. After thirty seconds of roleplayed interrogation/torture on a bound or otherwise incapacitated but conscious subject, the interrogator can ask one question that the subject must answer truthfully (unless they possess an ability that negates this skill, in which case they may lie or decline to answer).</p> <p>Players using this skill must at all times be mindful of other participants' well being, and must not cause any OOC pain, discomfort or humiliation.</p>
Lucky	<p>Characters with this skill may up to three times per day using the verbal '<i>I'm Feeling Lucky</i>' have their hand re-dealt in poker or blackjack or re-roll their dice when playing dice games.</p> <p>Players must re-draw their entire hand and re-roll all dice (they cannot pick and choose) and they must accept the second result, even if worse than the original.</p> <p>This skill cannot be applied twice to the same hand/roll, and this ability has no effect when playing Roulette.</p> <p>This ability can only be used on cards that affect that individual player's hand/result and not anyone else's (i.e. could not make the dealer redraw their hole card in Blackjack and could not be used on the Flop, Turn or River in Texas Hold'em, etc.),</p> <p>This is an OOC action and other characters should ignore it.</p> <p>Please note this skill can only be applied to IC dice rolls or card draws, not to OOC situations such as the dice roll to determine the winner in a prizefight or <i>Shooting Dice</i> during surgery</p>
Tough 2	<p>Prerequisites: Tough 1 Grants an extra +1 Vitality (+2 total)</p>
Quack	<p>Prerequisites: First Aid Characters with this skill have some form of medical training and are able to carry out surgery, however they lack the complete formal training that a Doctor has.</p> <p>Quacks are able to perform surgery, reset bones, suture wounds, etc. and are able to heal a character that is in their death count and save their life</p> <p>In order to perform surgery the character must have to hand a phys-repped set of Doctor's Tools and each session of surgery consumes one set of Doctor's Sundries (please see the <i>Equipment</i> section).</p> <p>Quacks will receive a wound card deck that contains a higher proportion of <i>Shoot Dice</i> cards than a Doctor has.</p> <p>Quacks are unable to purchase Doctors Tools Or Doctors Sundries legally.</p> <p>Characters with this skill may carry out autopsies. After a phys-repped examination of a corpse the character will be given information on the cause of death. If the cause of death is by a weapon then information may be</p>

	<p>granted on the type of weapon used (the calibre of round and approximate kind of firearm used, etc). When carrying out an autopsy characters may also take a set of dental records and/or fingerprints, which may aid in the identification of the corpse if sent to a relevant contact, but Quacks are highly unlikely to possess the relevant contacts.</p> <p>If this skill is taken in downtime after character generation then the Character must have another character who already possesses either the Doctor or Quack skills spend a Special Action in Downtime giving tuition.</p>
Three Point Skills	
Explosives	<p>Rather than the usual fuse time of thirty seconds, characters with this skill are able to set dynamite/bombs to go off after a set amount of time, or rigged to a car ignition, etc.</p> <p>This skill also allows a character to defuse set dynamite.</p> <p>The phys rep for thrown dynamite must be of a suitable larp safe construction.</p>
Twin Heaters 2	<p>Prerequisites: Twin Heaters Skill</p> <p>Characters with this skill may, when wielding a handgun in each hand, make the <i>Quad</i> damage call. This expends six bullets from each handgun.</p> <p>If this skill is taken in downtime after character generation then the Character must be a member of the NRA in order to gain firearms tuition, or have another character who already possesses the skill spend a Special Action in Downtime giving tuition.</p>
Trick Shot	<p>Characters with this skill may once per day call <i>Zero Disarm</i> with a firearm. This is a non-damaging call, but normal range and ammo expenditure rules apply.</p> <p>At referee's discretion this may alternatively be used for other miscellaneous shots (e.g. detonating a stick of dynamite, closing a door, knocking a glass out of someone's hand, shooting out a light, etc.) - rule of cool applies.</p> <p>If this skill is taken in downtime after character generation then the Character must be a member of the NRA in order to gain firearms tuition, or have another character who already possesses the skill spend a Special Action in Downtime giving tuition.</p>
Booze Baron	<p>Prerequisites: Bootlegger Skill</p> <p>Characters with this skill have an affinity for manufacturing alcohol, and when manufacturing alcohol in downtime their manufacturing rates (but not yields) are doubled (e.g. instead of manufacturing 3 crates of Bathtub Gin for \$15, they can manufacture 6 crates for \$30, etc.)</p>
Ace in the Hole	<p>Characters with this skill may once per day using the verbal '<i>Ace in the Hole</i>' swap out any single card in their hand (either in poker or blackjack) for an Ace of any suit or change a single dice in their roll for a six.</p> <p>This ability has no effect when playing Roulette.</p> <p>This is an OOC action and other characters should ignore it, even if it means two identical cards are in play.</p> <p>Please note this skill can only be applied to IC dice rolls or card draws, not to OOC situations such as the dice roll to determine the winner in a prizefight or <i>Shooting Dice</i> during surgery.</p>
Four Point	

Skills	
<p>Doctor (May only be taken at character generation)</p>	<p>Pre-requisite: First Aid</p> <p>Characters with this skill are a professionally trained and Licensed Doctor.</p> <p>Doctors are able to perform surgery, reset bones, suture wounds, etc. and are able to heal a character that is in their death count and save their life.</p> <p>Doctors are able to legally purchase Doctor's Tools and Doctor's Sundries (please see the <i>Equipment</i> section)</p> <p>In order to perform surgery the character must have to hand a phys-repped set of Doctor's Tools and each session of surgery consumes one set of Doctor's Sundries (please see the <i>Equipment</i> section).</p> <p>Licensed Doctors are able to give prescriptions, including opiates and medicinal whiskey.</p> <p>Characters with this skill may carry out autopsies. After a phys-repped examination of a corpse the character will be given information on the cause of death. If the cause of death is by a weapon then information may be granted on the type of weapon used (the calibre of round and approximate kind of firearm used, etc). When carrying out an autopsy characters may also take a set of dental records and/or fingerprints, which may aid in the identification of the corpse if sent to a relevant contact, such as the NTPD.</p>
<p>Chemist</p>	<p>Characters with this skill are able to handle chemicals safely. As long as the character has access to a Chemistry Lab then they may carry out any of the following:</p> <ul style="list-style-type: none"> - when dividing a heroin package into individual doses they gain 25 doses rather than the usual 20. - When watering down alcohol in downtime the Chemist may use 1 crate of imported liquor to create 2 crates of moonshine rather than the usual requirement of 2 crates to create 3. - In Downtime the character may for 1 Downtime Point manufacture a stick of Dynamite at a cost of \$30 per stick - In Downtime the character may for 1 Downtime Point manufacture a dose of poison (please indicate if Lethal or Knockout) at a cost of \$60 per dose.
<p>Sniper</p>	<p>Characters with this skill may, when using a rifle, take ten seconds aiming time to fire at any target within line of sight (with no max distance) and/or call '<i>Lethal</i>'. The character must still make their target aware of the shot with a relevant call.</p> <p>If this skill is taken in downtime after character generation then the Character must be a member of the NRA in order to gain firearms tuition, or have another character who already possesses the skill spend a Special Action in Downtime giving tuition.</p>
<p>Read 'em and Weep</p>	<p>Characters with this skill may once per event, using the verbal '<i>Read 'em and Weep</i>', swap out any single card in their hand (either in poker or blackjack) for a card of any suit/value of their choosing or change a single dice in their roll for a result of their choosing.</p> <p>This ability has no effect when playing Roulette.</p> <p>This is an OOC action and other characters should ignore it, even if it</p>

	<p>means two identical cards are in play.</p>
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Please note this skill can only be applied to IC dice rolls or card draws, not to OOC situations such as the dice roll to determine the winner in a prizefight or *Shooting Dice* during surgery.

Section 5 – Equipment

Starting characters have as much money to spend on equipment as they have purchased using their Attribute Points. Any cash left over will be included in the player pack at the beginning of the event.

These lists are also by no means exhaustive, and if there are any other other items or goods that characters wish to obtain (such as diamonds from a jewellery heist etc) then this will be dealt with on an ad-hoc basis by the game team, but certain goods (such as the aforementioned diamonds) will only be able to be valued by someone with the relevant *Knowledge* skill(s).

Legal Items

Item	Description	Cost
Holdout handgun	One holdout handgun (either revolver or semi-automatic), as described in the armoury section. Concealable (as long as a silencer isn't attached)	\$30
Revolver	One revolver, as described in the armoury section	\$30
Semi-automatic handgun	One semi-automatic handgun, as described in the armoury section	\$50
Break-action shotgun	One single or double-barrelled break-action shotgun, as described in the armoury section	\$80
Pump-action shotgun	One pump-action shotgun, as described in the armoury section	\$100
Single-shot Rifle	One single-shot rifle, as described in the armoury section	\$80
Multi-shot Rifle	One multi-shot rifle (bolt-action, lever-action, etc), as described in the armoury section	\$100
Poison vial	Licensed Doctors Only One dose of Poison, as described in the Poisons & Antidotes section Concealable.	\$60
Antidote vial	Licensed Doctors Only One dose of Antidote, as described in the Poisons & Antidotes section Concealable	\$20
Doctor's tools	Licensed Doctors Only A set of doctor's tools, including scalpels, stethoscope, forceps, etc	\$30
Doctor's sundries	Licensed Doctors Only A single set of consumable equipment used in surgery, such as laudanum, antiseptic, sutures, etc.	\$20
First aid kit	A single set of consumables used in emergency First Aid, such as bandages.	\$15

Lockpicking tools	A set of tools used for picking locks Concealable	\$30
Melee weapon	A melee weapon, as described in the Armoury section Concealable (if hand-sized or smaller)	Negligible
Brass Knuckles	A set of brass knuckles, as described in the Armoury section Concealable	Negligible
Camera	A camera. An invaluable piece of equipment for Reporters, Federal agents, or anyone wishing to gain a photographic record of something.	\$20
NRA Membership Card	Character is a members of the National Rifle Association and have access to NRA shooting ranges and firearms tuition (required in order to gain certain skills). You will receive a phys-repped NRA Membership card in your player pack. Characters with a criminal record may not be members of the NRA.	\$50

Illegal Items

Any items in the Illegal Items Table are only available for purchase to those with the *I Know a Guy* attribute.

Items in this list are not cheap, but they are always available at these prices to those able to buy from it. Therefore the costs and values in this list can be considered the 'base price' for the sake of the IC economy and trading between characters.

Item	Description	Cost
Silencer	When attached to a semi-automatic handgun silences the gunshot (i.e. the damage call need not be shouted but only need be loud enough to make the target aware of the damage call, even if only a whisper) Concealable (when not attached to a handgun)	\$50
Automatic weapon	One automatic weapon (Thompson SMG, etc) as described in the armoury section	\$200
Dynamite	One stick of dynamite, as described in the Explosives section	\$50
Poison vial	One dose of Poison, as described in the Poisons & Antidotes section Concealable	\$100
Antidote vial	One dose of Antidote, as described in the Poisons & Antidotes section Concealable	\$40
Doctor's tools	A set of doctor's tools, including scalpels, stethoscope, forceps, etc	\$50

Doctor's sundries	A single set of consumable equipment used in surgery, such as laudanum, antiseptic, sutures, etc.	\$30
Beer	A barrel of home-brewed beer	\$40
Wine	A barrel of home-vinificated wine	\$35
Moonshine	A crate of home-distilled liquor	\$60
Premium Beer	A barrel of imported beer smuggled from abroad.	\$60
Premium Wine	A barrel of imported wine smuggled from abroad.	\$55
Imported Liquor	A crate of imported liquor smuggled from abroad. One of either Gin, Rum, Whiskey, Vodka, etc depending on what your contact happens to have available at the time. It is not possible to choose which one you receive.	\$100
Narcotics dose	A single dose of Narcotics Concealable	\$12
Narcotics Package	A Package of Narcotics. Can be divided into 20 individual doses.	\$150

Cars

All characters may own cars. Cars may only be driven by someone who is able to drive (i.e. has the *Driver* skill)

Car Type	Avg. Purchase Cost	No. of Seats	Base Speed Rating
Sedan	\$300	5	2
Runaround	\$200	2	2
Touring	\$450	5	3
Roadster	\$750	2	5
Coupe	\$600	5	4
Truck	\$350	2-8 depending on cargo load	1

When approximating how much cargo you can load into a particular vehicle please do remember that American vehicles of this period were enormous compared to modern British vehicles and even the smallest vehicle would have an impressive trunk size.

Booze

Alcohol created or obtained In Character is purely for IC economic purposes and has no effect on whatever alcohol your character might possess for their personal consumption on event.

Booze cannot be created and used in the same Downtime – i.e. you have to supply your rackets using whatever booze you ended the previous event with. New booze will be a lammied item in your player pack at your next event.

Certain Liquors/cocktails go in and out of fashion and certain customers may request certain drinks. Racket owners will be informed in their downtime responses if their customers have any specific requests, and if these requests are met then the Racket owner can expect bonus income.

Booze Type	Description
Bathtub Gin	A concoction of grain alcohol (bought from a hardware store) diluted with tap water and flavoured with juniper berries. Can be manufactured in Downtime by any player character or Goon at a cost of \$5 per crate.
Piss Beer	Home-brewed beer. Can be manufactured in Downtime by any Character or Capo with the Bootlegger skill who has access to a Brewery.
Piss Wine	Home-vinificated wine.

	Can be manufactured in Downtime by any character or Capo with the Bootlegger skill who has access to a Brewery.
Moonshine	Home-distilled liquor Can be manufactured in Downtime by any character or Capo with the Bootlegger skill who has access to a Distillery.
Premium Beer	Imported beer
Premium Wine	Imported Wine
Imported Liquor	Imported Liquor. There are many varieties such as Gin, Vodka, Rum, Tequila, Brandy, Whiskey, Scotch, etc. Some high quality Moonshines may count as Imported Liquor, which will be detailed on the relevant lammie.
Champagne	Imported Champagne

Section 6 – Property and Businesses

Starting characters may exchange Attribute Points for Property Points. Property Points may be spent on residential and commercial properties, businesses and upgrades.

These may also be purchased by existing characters in Downtime for cash.

Residential Properties

Every character must have somewhere to live. More luxurious housing will cost more up front (either in Property Points or Cash) and incur higher living expenses

Living expenses must be paid every Downtime. Failure to pay living expenses in Downtime will result in the accumulation of debt, and may cause your character's home to be repossessed. Gumshoes can opt to live in their office at no living expense.

It is possible to have multiple characters living together, in which case up-front costs may be divided between them as they see fit, but living expenses are the same per-person regardless.

Please be sensible – it may be possible to have four characters living in a Mansion, it wouldn't be possible to have four characters living together in a Tenement.

Residence Type	Description	Living Expenses (per person)	Upfront Cost
Office	There's a sofa somewhere under all those empty take-out noodle boxes, whiskey bottles and case files... Cannot be upgraded.	\$0 (Gumshoes only)	0 PP (Gumshoes only)
Tenement	A slumhole apartment. Cannot be upgraded.	\$40	0 PP
Railroad Apartment	A modest apartment. Can accommodate up to 5 indoor upgrades with the exception of Brewery, Distillery, or Chemistry Lab.	\$60	3 PP or \$555
Loft Apartment	A comfortable apartment. Can accommodate up to 8 indoor upgrades.	\$200	6 PP or \$1,150
Penthouse	A luxury apartment complete with balcony, concierge service and private underground parking Can accommodate unlimited indoor upgrades, 1 outdoor upgrade on the balcony, and comes with the Garage upgrade as standard.	\$440	12 PP or \$2,500
Small House	A modest duplex with a small garden.	\$140	4 PP or \$750

	Can accommodate 5 indoor upgrades and 1 outdoor upgrade		
Medium House	A comfortable house with a garden. Can accommodate 10 indoor upgrades and 3 outdoor upgrades	\$200	6 PP or \$1,150
Large House	A luxurious house with a large garden. Can accommodate 15 indoor upgrades and 5 outdoor upgrades	\$440	12 PP or \$2,500
Mansion	The best of the best. Can accommodate unlimited indoor and outdoor upgrades.	\$700	22 PP or \$4,500
Other	Other potential dwellings (houseboats, farmhouses, etc) Characters wanting to live in any different kind of dwelling that isn't listed here should use a Downtime action to make enquiries.	POA	POA

Residential Upgrades

Most residential properties can be upgraded. Upgrades can either be indoor or outdoor. Indoor upgrades can be transferred between different properties if the occupant moves home. Outdoor upgrades are permanent to the property where they are installed.

Indoor Upgrades

Upgrade	Description	Cost
Small Brewery	Can be used by a character or Capo with the Bootlegger skill to produce Beer and Wine. (smaller output than a Brewery based in a business backroom – please see the Downtimes section). Counts as 2 upgrades	\$120
Small Distillery	Can be used by a character or Capo with the Bootlegger skill to produce Moonshine. (smaller output than a Distillery based in a business backroom – please see the Downtimes section). Counts as 2 upgrades	\$120
Chemistry Lab	Can be used by a character with the Chemistry skill to apply their craft Counts as 2 upgrades	\$120
Staff	A Butler, Maid, Gardener, Cook and Chauffeur	\$300 per Downtime
Artwork	A painting, sculpture, vase, taxidermy piece, etc. Does not count towards total upgrades	\$50
Portrait	A professionally painted canvas and oil portrait of your character Does not count towards total upgrades	\$100
Wetbar	A fully stocked home bar	\$45
Billiard Table	A felt-topped walnut billiard table	\$80
Gramophone	A top of the range gramophone and vinyl collection	\$50
Chandelier	A majestic crystal chandelier Up to 3 can be purchased and count as 1 upgrade total	\$100
Library	An extensive collection of classic literature	\$50
Card Table	Small oak table with a green leather top, trimmed with mother of pearl detail, large enough for up to five card players.	\$75
Humidor	A humidor complete with a selection of fine cigars	\$40
Wine Cellar	Stone cellar with wall to wall wine racks. Not available for apartments.	\$500
Exquisite Rug	An exquisite rug imported from the Ottoman Empire Does not count towards total upgrades	\$250
Vacuum Cleaner	An electric vacuum cleaner	\$20
Refrigerator	A rare and expensive state-of-the-art piece of technology for the time.	\$500
Grand Piano	A full size glossy black grand piano with ebony and ivory keys, brass fittings, sturdy enough for the jazz singer of your choice to lay on.	\$400
Lounge Suite	Mahogany and leather chaise, settee, and wing back armchair.	\$350
Dining Suite	A grand dining table with a full compliment of upholstered chairs and	\$350

	matching sideboard.	
Bedroom Suite	Queen size bed, silk sheets, goose down pillows and a walk -in wardrobe	\$350
Kitchen Suite	Granite worktop surfaces, walnut units and a large gas cooker	\$350

Outdoor Upgrades

Upgrade	Description	Cost
Garage	Large enough to house three cars, with double wooden doors, set with small windows.	\$200
Pool	A large pool in the shape of your choice, elegantly tiled, and surrounded by marble paving slabs.	\$500
Sauna	Wood panelled room or hut, with ample seating for 8 people.	\$300
Guard Station	Can station up to 5 security guards (i.e. Goons)	\$150
Gates	Ornate wrought iron, with brass decorations and a sturdy lock.	\$100
Summerhouse	A small wooden structure, with windows on all sides, set in the sunniest part of the garden.	\$150
Tennis Court	Purposefully levelled lawned area, with white lines, net, and a small shed for equipment.	\$150
Topiary	Large shrubs and bushes, cut into various impressive shapes and styles.	\$80
Arbour	A metal trellised alcove, grown over with vines and flowers, under which is an ornate wrought iron bench.	\$20
Patio set	Wrought iron table with comfortable chairs, a deck lounger, and large parasol.	\$30
Guest house	A small house on your grounds, designed for weekend guests to stay in. This has three bedrooms and a small sitting room.	\$350
Aviary	Caged area for exotic birds and wildfowl to live in.	\$100
Shooting Range	A long, thin stretch of grass with brick walls to either side and at one end, with targets.	\$50
Putting Green	Small levelled area of grass with 4 holes and flags.	\$50
Hothouse	A large glass-house in a sunny position, for the growing of exotic plants and fruit ie pineapples, oranges etc.	\$120
Fountain	An ornate marble or stone water feature.	\$250

Commercial Premises

Some Commercial Premises may house a Legal Business and/or an Illegal Racket. A legal business is included in the cost and income of relevant Premises.

Most Commercial Premises have Backrooms which are used to accommodate Illegal Rackets or can be used as storage (required to commission smuggling orders, or when a gangs booze stockpiles become sufficiently large)

Costs are listed in Property Points cost for a New Character who has bought Property Points with their Attribute Points, or a cash amount for existing characters.

Some properties only have a cash value, where their value is less than what a Property Point is relatively worth, in which case all characters should purchase using money.

Legal Businesses are assumed to have a full compliment of staff, who's wages are taken into account in the weekly income.

Illegal Rackets need to have Goons and/or Player Characters assigned to work in them as staff during Downtime in order to make money.

It is possible for characters to share start up costs and/or ownership, but we will need to be informed of how the weekly income is to be divided. **Only Characters who are offered the opportunity to submit a downtime (i.e. attended an event as a player or NPC crew) may gain income from a business, and in order to make money a business always requires the relevant supply of staff and/or contraband regardless of what proportion of the owners are able to submit downtimes.**

Other kinds of premises and rackets not listed here may be available upon request/discussion, and good suggestions may be added to later editions of the rulebook and made available for general purchase.

Please note that Protection Rackets and Smuggling Rings (please see the section on 'Do it Yourself' under smuggling) are purely 'roleplay is as roleplay does', and characters wishing to pursue these avenues should do so in-game and using the *Special* Downtime action.

Please note we are putting an absolute blanket veto on cockfighting or any similar rackets involving animal cruelty.

When supplying a business with booze, please remember that certain types of booze net bonuses upon the prices listed. Please see the Booze section for more information.

Premises type	Description	Cost	Income per Downtime	Special
PI's Office	An office suitable for a Gumshoe to work from.	Free (only available to Gumshoes)	\$60 Flickering lights and peeling wallpaper included at no extra charge.	Gumshoes can opt to live in their office at no weekly living expense.
Lock-up	Storage Container, etc.	\$90	\$0	1 x Backroom
Warehouse	Warehouse, Workshop, etc.	1PP or \$185	\$0	2 x Backrooms Can have 2 Extensions
Kiosk	News Stand, Shoeshine, etc.	\$75	\$20	No Backrooms Can have any rackets other than a Numbers Racket or a Drug Dealer Cannot have any Extensions
Small Office	Lawyer's Firm, Insurance Brokerage, etc.	2PP or \$370	\$100	1 x Backroom
Large Office	Lawyer's Firm, Insurance Brokerage, etc.	3PP or \$555	\$190	2 x Backrooms
Small Retail	Bakery, Deli, Pool Hall, etc.	2PP or \$370	\$100	1 x Backroom
Large Retail	Supermarket, Bookstore, etc.	3PP or \$555	\$190	2 x Backrooms
Garage	Mechanic, Car Showroom, etc.	4PP or \$740	\$200	2 x Backroom Can have 2 Extensions
Restaurant	Self explanatory	2PP or \$370	\$80	2 x Backrooms Can have a Dive Bar without using any Backroom space, or have a Speakeasy at half the usual Backroom useage (I.e 1 backroom

				instead of 2)
Club	Cabaret, Jazz Club, Ballroom, Lounge, etc.	5PP or \$925	\$180	2 x Backrooms Can have 2 Extensions Can have a Dive Bar or Speakeasy without using any Backroom space Can have a Card Room or Casino without using any Backroom space
Extension	Any existing premises can have 1 Extension unless stated otherwise.	\$85	\$0	Creates 1 Extra Backroom for the premises.
Other	Any business not suited to a premises type already listed	POA	TBC	Characters wanting to run a business that isn't suited to any premises listed here should use a Downtime action to make enquiries.

Racket type	Description	Set-up Cost	Income per Downtime	Special
Storage	Unused backroom space	1 x Backroom	\$0	Storage space is required for large contraband stockpiles and/or to receive smuggling consignment deliveries.
Brewery	All the equipment necessary to manufacture Beer and Wine	1PP or \$185 + 1 x Backroom	\$0	Can be used in Downtime by a Character or Capo with the Bootlegger skill to produce Beer and/or Wine
Distillery	All the equipment necessary to manufacture Moonshine	1PP or \$185 + 1 x Backroom	\$0	Can be used in Downtime by a Character or Capo with the Bootlegger skill to produce Liquor
Dive Bar	A smoky room with not much more than half a dozen tables, some chairs, and a supply of illicit booze.	\$100 + 1 x Backroom OR Restaurant OR Club	Beer: \$50 per Piss Beer barrel supplied \$75 per Premium Beer barrel supplied (Restaurants/Clubs only) Can sell a total of 6 barrels of beer per downtime Wine: \$45 per Piss Wine barrel supplied \$70 per Premium Wine barrel supplied (restaurants/clubs only) Can sell a total of 4 barrels of wine per downtime Liquor: \$10 per Bathtub Gin crate supplied \$80 per Moonshine crate supplied \$115 per Imported Liquor crate supplied (restaurants/clubs only) Can sell a total of 4 crates of liquor per downtime	Requires 2 x Staff Can later be upgraded to a Speakeasy using a special downtime action for \$1,100 +1 extra Backroom (\$900 +1 extra Backroom for Restaurants, \$700 and no extra Backrooms for Clubs)

Prizefight	A fighting and gambling racket where customers pay to watch people knock the shit out of each other and gamble on the outcome.	4PP or \$740 + 1 x Backroom	\$450 income if fully staffed Beer: \$60 per Piss Beer barrel supplied \$90 per Premium Beer barrel supplied Can sell a total of 4 barrels of beer per downtime Wine: \$45 per Piss Wine barrel supplied Can sell a total of 2 barrels of wine per downtime Liquor: \$13 per Bathtub Gin Crate Supplied \$85 per moonshine crate supplied \$120 per Imported Liquor crate supplied Can sell a total of 4 crates of liquor per downtime	Requires 3 x Staff Extra Betting: Gains a bonus of \$100 per downtime if the relevant owner(s) also own/control a Bookmaker.
Bookmaker	A gambling racket where customers place bets on sporting, boxing and racing events.	3PP or \$555 + 1 x Backroom	\$350 income if fully staffed	Requires 2 x Staff
Card Room	A small gambling racket with card and/or dice games	2PP or \$370 + 1 x Backroom OR 1PP or \$185 + Club	\$290 income if fully staffed Beer: \$50 per Piss Beer barrel supplied \$75 per Premium Beer Barrel Can sell a total of 2 barrels of beer per downtime Liquor: \$10 per Bathtub Gin crate supplied \$80 per Moonshine crate supplied \$120 per Imported Liquor crate supplied Can sell a total of 3 crates of liquor per downtime	Requires 3 x Staff Can later be upgraded to a Casino using a special downtime action for \$1,400 +1 extra Backroom (\$1,200 and no extra backroom if Club)
Brothel	Pleasurable	2PP or \$370	\$400 income if fully staffed	Requires 3 x Staff

	company for an evening, for a price.	+ 1 x Backroom	Note: We will not allow references to sexual slavery or sexual violence, and all prostitutes are to be portrayed as empowered and consensual.	(Your staff will act as security and procurers, not as prostitutes!)
Numbers Racket	Also known as Italian Lottery. A simple numbers game popular among the working class.	1PP or \$185 + Any Premises	\$100 income per staff member assigned	Requires 1-4 x Staff
Drug Dealer	Supplies narcotics to those in need.	\$50 + Any Premises	\$15 per Narcotics dose supplied (Assigned staff members can each sell up to 30 doses per downtime)	Requires 1 - 3 x Staff Wheels: Staff can sell a total of an extra 10 doses each per downtime if they have at least one vehicle between them. Heat: This racket will quickly attract the attention of the Bureau of Investigation and/or rival gangs
Loan Shark	Offers short term loans at extortionate interest rates to those unable to gain credit from legal sources, using unscrupulous methods to ensure repayment.	5PP or \$925 + Any Premises	\$600 income if fully staffed	Requires 3 x Staff Intimidation: Gains a bonus \$180 per downtime if each staff member is armed with either a Shotgun or Tommy Gun. Heat: This racket will quickly attract the attention of the Bureau of Investigation and/or rival gangs
Opium Den	A room of comfortable settees, soft music, and a copious supply	1PP or \$185 + 1 x Backroom	All income is from narcotics \$20 per Narcotics dose supplied (can sell a total of up to 80 doses per downtime)	Requires 3 x Staff Heat: This racket will quickly attract the attention of the

	of narcotics.			Bureau of Investigation and/or rival gangs
Casino	A large, lively gambling joint with various gaming tables	10PP or \$1,850 + 2 x Backrooms OR 7PP or \$1,295 + Club	\$700 income if fully staffed Beer: \$65 per Piss Beer barrel supplied \$100 per Premium Beer barrel supplied Can sell a total of 3 barrels of beer per downtime Wine: \$55 per Piss Wine barrel supplied \$80 per Premium Wine barrel supplied \$110 per Champagne crate supplied Can sell a total of 3 barrels of wine per downtime Liquor: \$130 per Imported Liquor crate supplied Can sell a total of 5 crates of liquor per downtime	Requires 5 x staff All on Red: Gains a bonus \$200 per downtime when fully supplied with alcohol Heat: This racket will quickly attract the attention of the Bureau of Investigation and/or rival gangs
Speakeasy	One of the most swinging joints in town. Visiting a Speakeasy means knocking elbows with the city's elite while listening to the hottest jazz bands and supping the finest alcoholic beverages.	6PP or \$1,110 + 2 x Backrooms OR 5PP or \$925 + Restaurant + 1 x Backroom OR 4PP or \$740 + Club	All income is from alcohol Beer: \$70 per Piss Beer barrel supplied \$105 per Premium Beer barrel supplied Can sell a total of 6 barrels of beer per downtime Wine: \$65 per Piss Wine barrel supplied \$95 per Premium Wine barrel supplied \$130 per Champagne crate supplied Can sell a total of 6 barrels of wine per downtime Liquor:	Requires 5 x staff Cocktails: gains a bonus \$300 per downtime when supplied with Champagne and at least three different types of Imported Liquor Heat: This racket will quickly attract the attention of the Bureau of Investigation and/or rival gangs

			\$140 per Imported Liquor crate supplied Can sell a total of 10 crates of liquor per downtime	
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Section 7 – Smuggling

In order to obtain the best beers, wines and liquors to sell in rackets they must be obtained from overseas. There are two methods to smuggling – doing it yourself, or commissioning someone else to do it for you.

Option 1: Do it Yourself

Setting up a Smuggling Operation in order to do it yourself will involve some serious roleplay, investment and effort, but the profits are potentially phenomenal if you are successful.

Option 2: Pay Someone Else To Do it For You

In order to commission a smuggling consignment as a downtime action the following criteria must be met:

- You must have the Friends in Foreign Places attribute
- You must be in possession of one truck per load ordered or fraction thereof.
- There must be a minimum of two people per truck (you, Goons assigned to help, or other players using the 'special' downtime action), of whom at least one person per truck needs to be able to drive.
- You must own/control a backroom storage facility that is not being used as a Racket.
- You must order at least half a truckload or \$1,000 of goods. Due to the risks involved Smugglers don't accept small orders.

If all the above criteria are met then you are able to order goods from the below table as a Downtime action

Item	Description	Load Size	Price
5 x Automatic Weapons	A case of 5 Thompson Submachine guns or similar	25.00%	\$400
10 x Whiskey	10 crates of Imported Whiskey	25.00%	\$475
10 x Gin	10 crates of Imported Gin	25.00%	\$450
10 x Brandy	10 crates of Imported Brandy	25.00%	\$490
10 x Scotch	10 crates of Imported Scotch	25.00%	\$480
10 x Vodka	10 crates of Imported Vodka	25.00%	\$450
10 x Rum	10 crates of Imported Rum	25.00%	\$470
10 x Tequila	10 crates of Imported Tequila	25.00%	\$460
10 x Premium Beer	10 barrels of Premium Beer	50.00%	\$300
10 x Premium Wine	10 barrels of Premium Wine	50.00%	\$220
10 x Champagne	10 crates of Champagne	25.00%	\$500
5 x Narcotics Packages	5 packages of Narcotics	negligible	\$400

Section 8 – Downtime

After each event that is attended, characters may opt to submit a Downtime. Players who did not attend the event may not submit a Downtime. Players who have 'crewed' an event rather than played it may submit a Downtime for their character (if they have one).

Downtimes represent a two week period between events. We may decide that the timeline between events has progressed more than this (for example so that we don't have to represent a IC midwinter event when the RL date is July), but a Downtime will always represent 2 weeks of IC activity.

Every character that attended the event has **5 Downtime Points** to spend on actions from the list below, unless you have an attribute or there is otherwise a game effect that dictates otherwise. Any action may be performed as many times as you wish if you have the remaining Downtime Points. Any unused Downtime Points are wasted.

Any cash, equipment or Booze etc may not be used in the same Downtime that they are obtained. They will be provided in your player pack at the beginning of the next event that you attend. The only exceptions being Goons, who are available for use (and thus need to be paid) immediately in the same downtime they are hired.

If a player does not submit a Downtime by the cut-off date then we will assume that the character is paying their Living Expenses, and (if applicable) assigning their Goons to work their most lucrative Rackets and paying their Goons the minimum salary, but nothing more.

Downtime Action	Description	Downtime Points Cost
Send Telegram	Send a Telegram to another player character or NPC. The telegram will be sent to the player as part of their Downtime response if they submit a Downtime, or in the player pack of their next event if they do not submit a Downtime. Please note that this is one way communication only, we will not play messenger for any ongoing correspondence and players looking to have a two-way conversation should organise this among themselves via private messenger or similar.	0 DTP (max 3)
Recruit/Promote Goons	Recruit 5 new Goons and/or promote a Goon to Capo. New Goons are immediately available to be used in the downtime in which they are hired and need paying immediately. Please see the Goons and Capo Attributes respectively for information.	1 DTP
Pay Rent	Pay whatever your living expenses are Failure to do so will result in debt accumulation.	0 DTP
Pay Gang	Pay your Goons and Capos their salary. Goons demand a minimum of \$60 per downtime, and	0 DTP

	<p>Capos demand a minimum of double what you pay your normal Goons.</p> <p>Failure to do so will result in your gang becoming disgruntled.</p>	
Give Orders	<p>Order your Goons and Capos to carry out their activities for the remainder of the Downtime.</p> <p>Goons can perform 1 of the following actions that their skillset allows for: Work Racket, Make Bathtub Gin, Water Down, Shop, Special</p> <p>Capos can perform up to 3 of the following actions that their skillset allows for: Work Racket, Make Bathtub Gin, Apply Skill, Water Down, Make Beer/Wine, Make Moonshine, Shop, Special</p> <p>Unassigned Goons will do nothing, but will still need to be paid.</p>	0 DTP
Work Racket	Act as one of the required staff members in a racket. A character can only perform this action once per downtime	1 DTP
Special	Any miscellaneous action not otherwise listed. Please give a description of what you (and/or your Goons/Capos) are doing and what outcome you are hoping for.	1 DTP
Detective Work	<p>Requirements: Gumshoe</p> <p>Gumshoes should use this action to advance any cases they are working. Please submit a film-noir style short story of up to 500 words (not necessarily related to your investigation – a story about your character sitting and drinking is fine as long as it's noir) and if applicable a short rundown of what your character is doing to advance their case, and what you want the outcome to be (exactly as if it were a Special downtime action). Gumshoes may use the rest of their Downtime Points as normal.</p>	1 DTP
Submit Article	<p>Requirements: Journalist</p> <p>Submit an article to be considered by the Newspaper Editor. Please contact the game team to organise sending the article to us.</p>	1 DTP
Make Bathtub Gin	Manufacture up to 3 crates of Bathtub Gin at a cost of \$5 per crate.	1 DTP
Water Down	Turn 2 crates of Imported Liquor into 3 crates of Moonshine.	1 DTP
Make Beer/Wine	<p>Requirements: Bootlegger Skill, Access to a Brewery</p> <p>Manufacture either: - 2 x barrels of Piss Beer at a cost of \$15 per barrel</p>	1 DTP

	<p>- a barrel of Piss Wine at a cost of \$15</p> <p>If using a Small Brewery this action costs 2 DTP</p>	
Make Moonshine	<p>Requirements: Bootlegger Skill, Access to a Distillery</p> <p>Manufacture a crate of Moonshine at a cost of \$30</p> <p>If using a Small Distillery this action costs 2 DTP</p>	1 DTP
Make Poison	<p>Requirements: Chemist Skill, Access to a Chemistry Lab</p> <p>Manufacture up to 2 doses of Poison (please indicate if Lethal or Knock-out) at a cost of \$60 per dose</p>	1 DTP
Make Explosives	<p>Requirements: Chemist Skill, Access to a Chemistry Lab</p> <p>Manufacture a stick of dynamite at a cost of \$35</p>	1 DTP
Adulterate Alcohol	<p>Requirements: Chemist Skill, Access to a Chemistry Lab</p> <p>turn 1 crate of Imported Alcohol or 2 crates of moonshine into 2 crates of Alduterated Alcohol (counts as imported alcohol when selling via a racket) at a cost of \$20</p>	1 DTP
Training	Gain 1 Skill Point. Skill Points gained in this manner may be saved for later to put towards more expensive skills.	1 DTP
Shop	Purchase new equipment as per the Equipment section. Characters who have the I Know a Guy attribute may apply this to their Goons/Capos who are performing this action (i.e. their Goons/Capos performing the Shop action can purchase illegal items)	1 DTP
Burglary	<p>Requirements: Lockpicking</p> <p>Attempt to commit burglary. Please give details of where you are breaking into, what you are after, etc. The results of this action vary greatly depending on what skills/knowledges you have, if you have prior knowledge of the layout of the building, if you know where valuables are kept, etc.</p>	2 DTP
Apply Skill	Certain skills and knowledges may grant the ability to perform certain actions in Downtime. Information will be on the relevant loresheet	Varies
Gamble	<p>Requirements: \$100</p> <p>Go to a Casino and try to turn some cash into more cash. You will be informed in your Downtime Response if you have won or lost and how much.</p> <p>When performing this action please list any Gambling related Attributes or Skills your character has.</p>	2 DTP

Prizefight	<p>Enter into a prizefight and earn some cash.</p> <p>When performing this action please list any Prizefighting related Attributes or Skills your character has.</p>	2 DTP
Smuggle	<p>Requirements: Friends in Foreign Places attribute, Storage Space, Truck</p> <p>Please see the Smuggling section for more information</p>	2 DTP