



ACTION  
GAMES

# GANGIAMA

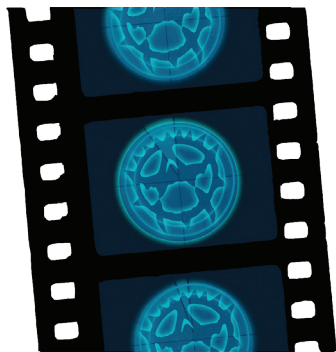
## FREE SWAG



Wyrnthane, Richard Sanchez, Sarah MacNeil

An Open Gaming Licence Product





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## SPECIAL THANKS

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This D20 TM System based game uses mechanics developed for the Dungeons & Dragons game by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison. This game also uses mechanics developed for the Modern D20 game by Bill Slavicsek, Jeff Grubb, Rich Redman, and Charles Ryan. See Open Gaming Licence in back section for more information.

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## Disclaimer

These weapons and Gangs, are for flavor, to add to the atmosphere of Gangland. Both Gangland and this free supplement are a gaming reference for gamers. Gang-banging, dude on dude violence, and the crafting of home-made weapons is not condoned by Action Games. But RPG mayhem, dice rolling action, and the such is our bag. So use this for gaming purposes only, and lets be all cool, all right. Nuff said. Ok, here are some killing and maiming tools for players and GM’s alike. You may Print this Free Supplement make copies or what ever floats your boat. As Long as you Give us The Props.

**New Weapons for both the Streets and Prison. And two low-level Gang leaders and their gangs to get you started.**



# WEAPONS FROM THE JOINT

## Prison/Home Crafted Weapons

When your not strapped, carrying, rolling dirty, or otherwise weaponless, look no further. As humans we are naturally born killers and craftier's of death. This weapon section deals with Simple weapons made from junk to save your life or dignity. In the joint there's not much you can get your grubby hands on for protection. But with time creativity and love you too can have a ticket to self preservation. If you're playing as a guard or officer, these are some things you should look out for in the inmates belongings. Know your enemy and stay frosty, the lifers don't have much to lose.

## SHIV OR SHANK

A shiv or a shank are weapons crafted from any thing to make a small stabbing weapon "I.E." a home made knife. Glass shards, Plexiglas shards, metal scraps, sharp wood chunks, pencils, and anything else your creative butt can come up with. The difference between shivs and improvised weapons like screw drivers and an ice picks is that shivs are hand crafted. All shivs have a +2 to Stealth and Slight of Hand checks, undetected.

### Metal and Wooden Shiv's

These are your run of the mill standard shiv of choice for your stabbing enjoyment.

### Glass Shiv

Glass shivs are made from broken class shards or bottles or drinking glasses. They are vary effective as a weapon and have some added benefits. As a partial action you may try to brake it off inside your opponent by making a DC 15 Reflex save. This causes 1 point of Damage every time your opponent tries to move and not to remove the glass. You need a DC 15 Treat Injury check to remove the glass or take 1D4 Damage and have to try again. On a critical hit, the glass shiv automatically brakes off inside your opponent.

### Serrated shiv

Serrated shivs act exactly like Metal or wooden shivs except they gain a +1 Damage for ripping rendering.

### Razor Shiv

Made from cobbling together a handle and some Razor blades.

### Toothbrush shivs

These shivs come in two main forms, a piercing sharpened handle or a melted down and sharpened

bristles.

## KNUCKLE DUSTER

Knuckle dusters, Brass knuckles, knucks, Knuckles are all the same weapon. Some are industrially crafted. Others are made at home or in the joint from bent rebar to tooled metal and leather. Knuckle dusters make a wonderful addition to any brawl.

### Spiked duster

Same as the Knuckle duster but added spikes to the edges.

## PRISON FLAILS

Most flails are made from stolen or scavenged parts. In the prison system they can be made in wood shop or metal working stations. Flails add reach, swinging power, and added surprises. All of the Flails listed here add a +2 to grapple and disarm checks.

### Steal Flail

Made from two metal bars welded to a length of chain.

### Spiked Flail

Same as Steal Flail but with Nails welded to one of the metal bars.

### Razor Flail

A simple weapon consisting of a wooden handle, leather strip, with razor blades and a weight at the end.

## MACE

Easily crafted at your joint's local metal shop. The mace is a timeless weapon that can improve your odds for survival. Made from a metal handle and spikes welded to the tip.

### Nail Mace

Just apply some nails to your favorite piece of rebar.

### Pipe & Joint Mace

Very easily crafted from a metal pipe and a pipe joint or coupler; this little beauty is a life saver.

### Screw mace

The screw mace is just like a nail mace but adds +1 Damage for the ripping damage it delivers. Though when a critical hit is delivered you must make a Strength or Reflex save of DC15 or have the weapon stuck to your opponent.

## Weapons from the Joint

Weapon	Damage	Critical	Damage Type	Range Increment	Size	Weight	Misc. Bonus
<b>Shiv or Shank</b>							
Metal Shiv	1d4	19-20 x2	Piercing, Slashing	5-10 ft.	Tiny	.2 - 1 lb.	+2 to Stealth and Slight of Hand checks
Wood Shiv	1d3	20 x2	Piercing	5 ft.	Tiny	.1 - 1 lb.	+2 to Stealth and Slight of Hand checks
Glass Shiv*	1d4	18-20 x2	Piercing, Slashing	5-10 ft.	Tiny	.1 - 1 lb.	+2 to Stealth and Slight of Hand checks
Razor Shiv	1d3	17-20 x3	Slashing	10 ft.	Tiny	.2 - 1 lb.	+2 to Stealth and Slight of Hand checks
Serrated Shiv	1d4 +1	19-20 x2	Slashing	10 ft.	Tiny	.2 - 1 lb.	+2 to Stealth and Slight of Hand checks
Toothbrush Shiv*	1d4	19-20 x2	Piercing, Slashing	0	Tiny	.1 - .2 lb.	+4 to Stealth and Slight of Hand checks
<b>Knuckle Dusters</b>							
Steel Knuckle Duster	Make Unarmed attacks lethal	19-20 x2	Blunt	0	Tiny	.5 - 2 lb.	Considered Armed when unarmed
Wooden Knuckle Duster	Make Unarmed attacks lethal	20 x2	Blunt	0	Tiny	.5 - 1 lb.	Considered Armed when unarmed
Spiked Duster	Raises your Unarmed damage by one step	19-20 x2	Blunt, Piercing	0	Tiny	1 - 2 lb.	Considered Armed when unarmed
<b>Prison Flails</b>							
Steel Flail	1d6	19-20 x2	Blunt	0	Medium	3 - 5 lb.	Adds 5 ft. reach, +2 to disarming or grappling
Spiked Flail	1d6	18-20 x2	Piercing, Blunt	0	Medium	4 - 6 lb.	Adds 5 ft. reach, +2 to disarming or grappling
Razor Flail	1d4	17-20 x2	Blunt Slashing	0	Medium	2 - 4 lb.	Adds 5 ft. reach, +2 to disarming or grappling
<b>Prison Mace</b>							
Pipe & Joint Mace	1d6	20	Blunt	5 ft.	Small	2 - 4 lb.	-
Light Nail Mace	1d6	19-20 x2	Piercing, Blunt	0	Medium	3 - 4 lb.	-
Heavy Nail Mace	1d8	19-20 x2	Piercing, Blunt	0	Medium	4 - 8 lb.	-
Light Screw Mace*	1d6 +1	19-20 x3	Piercing, Blunt	0	Medium	3 - 4 lb.	-
Heavy Screw Mace*	1d8 +1	19-20 x3	Piercing, Blunt	0	Medium	4 - 8 lb.	-

# WEAPONS FROM THE STREET

## Street/Home Crafted Weapons

Nothing like crafting a weapon, to make a man feel like a man. Not all of us are lousy with cash in the mean streets and some times you may not have much notice before you get jumped. Well my friends, here are some Gangland street weapons for your enjoyment.

### MASONRY BRICK

The brick is a simple and very cheap weapon. It is a bit hard to wield but does decent damage. It can be thrown as a form of protest or a way to get a message across or used as a weapon. Standard bricks receive a -1 to attack given its brick like shape. A brick has 1D6 Melee Damage, and 1D4 Thrown Damage.

#### Message Brick

Same as Brick, but with a note tied to it silly.

#### Cinder Block

This very heavy brick can be swung, lobbed, or dropped on a opponent. Very hard to handle because of its weight and design, it's not for the weak but makes a fine choice when the going gets tuff. Medium size Cinder Blocks have a -4 to Attack because of size and shape. Heavy Cinder Blocks have a -6 to Attack. A Strength score of 15 takes -1, 16 takes -2, 17 takes -3 and 18 takes -4 away from the negatives of this weapon.

### CHAIN-LOCK

The chain-lock is a simple improvised weapon, containing a big lock attached to a length of chain. Always look out for bicyclers with this old school security system on their rides. Chain-locks have a +2 to Grapple, Disarm and Trip checks.

#### Bike chain Lock

Next time you are mugged while chaining up your ride think of this little baby. Adds +5 ft. Reach for melee.

#### Log Chain Lock

Bigger and meaner, the Log Chain Lock is a devastating weapon that any avenging fiery headed biker would love. Adds +10 ft. Reach for melee.

### FIST PACK

A Fist Pack Makes your Unarmed Damage lethal and adds a plus one step to damage on the Unarmed Damage chart. Made from wood, rolled change, or a metal bar.

## Improvised Street Weapons

Here are some weapons to use on the fly.

#### Ice Pick

A brutal and easily concealed weapon. The Ice pick has graced both the streets and prison fights for years. Has a +2 to Stealth or Slight of Hand checks to not be discovered.

#### Screw Driver

Easy to find and a cheap weapon in a pinch. The Screw Driver is not just a tool but a side arm. Has a +2 to Stealth or Slight of Hand checks to not be discovered.

### MILLWALL BRICK

This simple improvised weapon is created by folded and warped newspaper. The Millwall Brick is easily concealable and cheap to create, a favorite in England during the 1960's. Sometimes modified with a roll of change, nails, or soaked in water to add weight. It could also be converted to a flail, with a shoe lace or leather strap. All modifications can be added together but decrease the chance to be concealed on your person by -2. The Millwall Brick has a normal +6 to Stealth and Sleight of hand checks to be unseen.

#### The Millwall

This easily hidden and crafted weapon has a +6 to Stealth and Slight of Hand checks to remain hidden. Any soccer hooligan can tell you its a must have.

#### Millwall & Quarters

Roll of change added: 1D4 blunt or +1 on Unarmed Melee damage chart with Combat Martial Arts or appropriate martial arts style.

#### Millwall & Nail

This makes your Millwall Brick a Piercing and Blunt weapon.

#### Millwall & Lace

Just add your shoelace for a bonus of + 3-6 ft. reach, +2 bonus to Grapple checks.

#### Super Millwall

You got your Sunday morning paper spiked with nails, weighted with change, and strapped with a shoelace. Now you have a meaty flail for giggles. + 3-6 ft. reach, +2 bonus to Grapple checks.

## Weapons from the Street

Weapon	Damage	Critical	Damage Type	Range Increment	Size	Weight	Misc. Bonus
<b>Masonry</b>							
Brick*	1d6 or 1d4	19-20 x2	Blunt	10 ft.	Small	5 lb.	-1 to attack rolls
Message Brick*	1d4	19-20 x2	Blunt	10 ft.	Small	5 lb.	Good for getting a point across
Cinder Block*	1d10	18-20 x2	Blunt	5 ft.	Medium	30 lb.	-4 to attack
Cinder Block Heavy*	1d12	18-20 x2	Blunt	5 ft.	Large	45 lb.	-6 to attack
<b>Chain-lock</b>							
Bike Chain-Lock	1d8	19-20 x2	Blunt	0	Large	5 lb.	+2 to grapple, disarm, and trip checks
Log-Chain-Lock	1d10	19-20 x3	Blunt	0	Large	10 - 15 lb.	+2 to grapple, disarm, and trip checks
<b>Fist Pack</b>							
Fist-o-Quarters	Raises your Unarmed damage by one step	19-20 x2	Blunt	0	Tiny	1 lb.	Considered Armed when unarmed
<b>Improvised Street Weapons</b>							
Ice Pick	Unarmed damage is lethal	15-20 x2	Piercing	0	Tiny	1 lb.	+2 to Stealth and Slight of Hand checks
Screw Driver	1d3	18-20 x2	Piercing	0	Tiny	1 lb.	+2 to Stealth and Slight of Hand checks
<b>Millwall Brick</b>							
The Millwall	1d3	20 x2	Blunt	0	Tiny	.5 lb.	+6 to Stealth and Slight of Hand checks
Millwall and Quarters*	1d4	19-20 x2	Blunt	0	Tiny	1 - 2 lb.	+4 to Stealth and Slight of Hand checks
Millwall and Nail	1d4	19-20 x2	Piercing, Blunt	0	Tiny	1 lb.	+4 to Stealth and Slight of Hand checks
Millwall and Lace	1d3	19-20 x2	Blunt	0	Tiny		3 - 6 ft. Reach, can hit adjacent opponents, +2 to grappling
Super Millwall*	1d6	19-20 x2	Piercing, Blunt	0	Tiny	2 lb.	3 - 6 ft. Reach, can hit adjacent opponents, +2 to grappling. +0 to hide

## Low Level Gang Leaders and Gangs

This section deals with two low level gangs and their leaders. In the Gangland Mass Combat System you can make a gang from any character. This Speeds up combat and has room for lots of customizing. See Action Games's Gangland for more information on gang creation and combat rules.





# Bobby Backarack

# NPC

Name Movier 3  
 Class M 23 5'8 170  
 Gender M Age 23 Height 5'8 Weight 170

Player Name Criminal  
 Starting Occupation Brown Black Tan  
 Eyes \_\_\_\_\_ Hair \_\_\_\_\_ Skin \_\_\_\_\_



## CHARACTER SHEET

ABILITIES	ABILITY SCORE	ABILITY MOD.	TEMP MOD.	TEMP BONUS.
<b>STR</b> Strength	12	+1		
<b>DEX</b> Dexterity	16	+3		
<b>CON</b> Constitution	12	+1		
<b>INT</b> Intelligence	14	+2		
<b>WIS</b> Wisdom	9	-1		
<b>CHA</b> Charisma	12	+1		
<b>COM</b> Comeliness	16	+3		

TOTAL	WOUNDS AND EFFECTS			Misc	HIT DICE TYPE
<b>Hit Points</b>	25				
<b>Defence</b>	16	10	3	3	
TOTAL	BASE	ABILITY MODIFIER	FEAT	CLASS BONUS	ARMOR BONUS

<b>SPEED</b>	30
<b>INITIATIVE</b>	3
<b>BASE ATTACKS</b>	2
<b>ARMOR DR</b>	

<b>ACTION POINTS</b>	5
<b>WEALTH BONUS</b>	12

SAVES	TOTAL	BASE	ABILITY MODIFIER	MISC
<b>FORTITUDE</b>	3	2	+1	
<b>REFLEX</b>	5	2	+3	
<b>WILL</b>	0	1	-1	

ATTACKS	TOTAL	BASE	ABILITY MODIFIER	MISC
<b>MELEE</b>	3	+2	+1	+
<b>RANGED</b>	5	+2	+3	+

WEAPON		ATTACK BONUS		DAMAGE	CRITICAL
C297B		+5		2d6	20 x2
RANGE	WEIGHT	SPECIAL PROPERTIES		SIZE	TYPE
30	3	45 Auto loader 10 Rounds		S	Ballistic

WEAPON		ATTACK BONUS		DAMAGE	CRITICAL
Desert Eagle		+5		2d8	20 x2
RANGE	WEIGHT	SPECIAL PROPERTIES		SIZE	TYPE
80	4	+1 Attack, 9 rounds		M	Ballistic

WEAPON		ATTACK BONUS		DAMAGE	CRITICAL
RANGE	WEIGHT	SPECIAL PROPERTIES		SIZE	TYPE

WEAPON		ATTACK BONUS		DAMAGE	CRITICAL
RANGE	WEIGHT	SPECIAL PROPERTIES		SIZE	TYPE

ARMOR		DR		AC	PENALTY
SPEED	WEIGHT	SPECIAL PROPERTIES		SIZE	MAX DEX

SKILLS					
SKILL NAME	Ability	Skill Mod	Ability Mod.	Rank Mod	Misc.

- Balance Dex
- Bluff Cha 4
- Climb Str
- Computer Use Int 10
- Craft ( ) Int
- Craft ( ) Int
- Craft ( ) Int
- Decipher Script Int
- Demolitions Int 6
- Diplomacy Cha
- Disable Device Int 10
- Disguise Cha
- Drive Dex 11
- Escape Artist Dex\*
- Forgery Int
- Gamble Wis
- Gather Information Cha
- Grifting Cha
- Handle Animal Cha
- Intimidate Cha
- Investigate Int
- Jump Str\*
- Knowledge ( Street ) Int 6
- Knowledge ( ) Int
- Knowledge ( ) Int
- Navigate Int
- Notice Wis
- Perform ( ) Cha
- Perform ( ) Cha
- Perform ( ) Cha
- Pilot Dex 7
- Profession Wis
- Read/Write Lang. ( ) -
- Read/Write Lang. ( ) -
- Read/Write Lang. ( ) -
- Repair Int 4
- Search Int 5
- Sense Motive Wis
- Slight of Hand Dex 8
- Speak Language ( ) -
- Speak Language ( ) -
- Speak Language ( ) -
- Stealth Dex\* 9
- Survival Wis
- Survival Urban Wis
- Swim Str\*
- Treat Injury Wis
- Tumble Dex\* 4
- 
- 
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- 

Skills marked with ■ can't be used untrained. \* ARMOR PENALTY, if any applies. Gangland Skill



<b>TOTAL</b>	<b>NEXT LEVEL</b>
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**EXPERIENCE POINTS**

REPUTATION	STREET REPUTATION
1	30

GEAR			
ITEM	WT	ITEM	WT
Race jump suit		3, 4 Gig flash drives	
Street close		Lap top computer MW +2	
Kicks		Lock pick set	
2, under-shirts		Car Jack Kit	
Knife		Cell Phone	
dice set		Flask	
Shades		Demolition kit	
Wallet		20, zip strips	
Back Pack			
		<b>TOTAL WEIGHT CARRIED</b>	

ALLEGIANCES/CONTACTS
Rack Racers
Samuel Bigs: Chop-shop mechanic

RIVAL/ENEMIES

LANGUAGES			
LANGUAGE	READ/WRITE?	LANGUAGE	READ/WRITE?
English	yes/yes		
Spanish	Yes/Yes		

TALENTS/SPECIAL
Evasion
Uncanny Dodge

**FEATS**

- |  |   |
|--|---|
| <ul style="list-style-type: none"> <li><input type="checkbox"/> Acrobatic</li> <li><input type="checkbox"/> Action Martial Arts***</li> <li><input type="checkbox"/> Aircraft Operation*</li> <li><input type="checkbox"/> Alertness</li> <li><input type="checkbox"/> Animal Affinity</li> <li><input type="checkbox"/> Archaic Weapons Proficiency</li> <li><input type="checkbox"/> Armor Proficiency (light)             <ul style="list-style-type: none"> <li><input type="checkbox"/> Armor Proficiency (medium)</li> <li><input type="checkbox"/> Armor Proficiency (heavy)</li> </ul> </li> <li><input type="checkbox"/> Athletic</li> <li><input type="checkbox"/> Attentive</li> <li><input type="checkbox"/> Blind-Fight</li> <li><input type="checkbox"/> Brawl             <ul style="list-style-type: none"> <li><input type="checkbox"/> Improved Brawl</li> <li><input type="checkbox"/> Knockout Punch</li> <li><input type="checkbox"/> Improved Knockout Punch</li> </ul> </li> <li><input type="checkbox"/> Street fighting             <ul style="list-style-type: none"> <li><input type="checkbox"/> Improved Feint</li> </ul> </li> <li><input type="checkbox"/> Builder</li> <li><input checked="" type="checkbox"/> Cautious</li> <li><input type="checkbox"/> Combat Expertise             <ul style="list-style-type: none"> <li><input type="checkbox"/> Improved Disarm</li> <li><input type="checkbox"/> Improved Trip</li> <li><input type="checkbox"/> Whirlwind Attack</li> </ul> </li> <li><input type="checkbox"/> Combat Martial Arts (Modern)             <ul style="list-style-type: none"> <li><input type="checkbox"/> Improved Combat Martial Arts</li> <li><input type="checkbox"/> Advanced Combat Martial Arts</li> </ul> </li> <li><input type="checkbox"/> Combat Reflexes</li> <li><input type="checkbox"/> Confident</li> <li><input type="checkbox"/> Creative</li> <li><input type="checkbox"/> Deceptive</li> <li><input type="checkbox"/> Defensive Martial Arts             <ul style="list-style-type: none"> <li><input type="checkbox"/> Combat Throw                 <ul style="list-style-type: none"> <li><input type="checkbox"/> Improved Combat Throw</li> </ul> </li> <li><input type="checkbox"/> Elusive Target</li> <li><input type="checkbox"/> Unbalanced Opponent</li> </ul> </li> <li><input type="checkbox"/> Dodge             <ul style="list-style-type: none"> <li><input type="checkbox"/> Agile Riposte</li> <li><input type="checkbox"/> Mobility                 <ul style="list-style-type: none"> <li><input type="checkbox"/> Spring Attack</li> </ul> </li> </ul> </li> <li><input type="checkbox"/> Drive-By Attack</li> <li><input type="checkbox"/> Educated*</li> <li><input type="checkbox"/> Endurance</li> <li><input type="checkbox"/> Exotic Melee Weapon Proficiency*</li> <li><input type="checkbox"/> Extreme Biker***</li> <li><input type="checkbox"/> Extreme Roller***</li> <li><input type="checkbox"/> Extreme Skater***</li> <li><input type="checkbox"/> Extreme Free Walker***</li> <li><input type="checkbox"/> Far Shot             <ul style="list-style-type: none"> <li><input type="checkbox"/> Dead Aim</li> </ul> </li> <li><input type="checkbox"/> Focused</li> <li><input type="checkbox"/> Frightful Presence</li> <li><input checked="" type="checkbox"/> Gearhead</li> <li><input type="checkbox"/> Great Fortitude</li> </ul> | <ul style="list-style-type: none"> <li><input type="checkbox"/> Guide</li> <li><input type="checkbox"/> Heroic Surge</li> <li><input type="checkbox"/> Improved Damage Threshold**</li> <li><input type="checkbox"/> Improved Initiative</li> <li><input type="checkbox"/> Iron Will</li> <li><input type="checkbox"/> Lighting Reflexes</li> <li><input type="checkbox"/> Low Profile</li> <li><input type="checkbox"/> Medical Expert</li> <li><input type="checkbox"/> Meticulous</li> <li><input type="checkbox"/> Nimble</li> <li><input checked="" type="checkbox"/> Personal Firearms Proficiency             <ul style="list-style-type: none"> <li><input type="checkbox"/> Advanced Firearms Proficiency                 <ul style="list-style-type: none"> <li><input type="checkbox"/> Burst Fire</li> <li><input type="checkbox"/> Exotic Firearms Proficiency*</li> <li><input type="checkbox"/> Strafe</li> </ul> </li> </ul> </li> <li><input type="checkbox"/> Point Blank Shot             <ul style="list-style-type: none"> <li><input type="checkbox"/> Double Tap</li> <li><input type="checkbox"/> Precise Shot</li> <li><input type="checkbox"/> Shot on the run</li> <li><input type="checkbox"/> Skip Shot</li> </ul> </li> <li><input type="checkbox"/> Power Attack             <ul style="list-style-type: none"> <li><input type="checkbox"/> Cleave                 <ul style="list-style-type: none"> <li><input type="checkbox"/> Great Cleave</li> </ul> </li> <li><input type="checkbox"/> Improved Bull Rush</li> <li><input type="checkbox"/> Sunder</li> </ul> </li> <li><input type="checkbox"/> Quick Draw</li> <li><input type="checkbox"/> Quick Reload</li> <li><input type="checkbox"/> Renown</li> <li><input type="checkbox"/> Run</li> <li><input type="checkbox"/> Simple Weapons Proficiency</li> <li><input type="checkbox"/> Stealthy</li> <li><input type="checkbox"/> Studious</li> <li><input type="checkbox"/> Surface vehicle Operation*</li> <li><input type="checkbox"/> Surgery</li> <li><input type="checkbox"/> Toughness**</li> <li><input type="checkbox"/> Track</li> <li><input type="checkbox"/> Trustworthy</li> <li><input type="checkbox"/> Two-Weapon Fighting             <ul style="list-style-type: none"> <li><input type="checkbox"/> Improved Two-Weapon Fighting                 <ul style="list-style-type: none"> <li><input type="checkbox"/> Advanced Two-Weapon Fighting</li> </ul> </li> </ul> </li> <li><input checked="" type="checkbox"/> Vehicle Expert             <ul style="list-style-type: none"> <li><input checked="" type="checkbox"/> Force Stop</li> <li><input type="checkbox"/> Vehicle Dodge</li> </ul> </li> <li><input type="checkbox"/> Weapon Finesse*</li> <li><input type="checkbox"/> Weapon Focus*</li> <li><input type="checkbox"/> Windfall</li> <li><input checked="" type="checkbox"/> Gang Leader</li> <li><input type="checkbox"/> _____</li> <li><input type="checkbox"/> _____</li> <li><input type="checkbox"/> _____</li> <li><input type="checkbox"/> _____</li> <li><input type="checkbox"/> _____</li> <li><input type="checkbox"/> _____</li> <li><input type="checkbox"/> _____</li> </ul> |
|--|---|

\*You can gain this feat multiple times. The effects do not stack. Each time you take the feat, it applies to a different skill, type of equipment or weapon.  
 \*\* You can gain this feat multiple times, the effects stack.  
 \*\*\* Feat found in this book only.

MARTIAL ARTS
MARTIAL ART:
MARTIAL ART:
MARTIAL ART:



# GANG SHEET

GANG NAME Rack Racers

COLORS Blue & Black

LEADER NAME Bobby Backrack

PLAYER NAME NPC

ABILITIES	ABILITY SCORE	ABILITY MOD.	TEMP. MOD.	TEMP. BONUS.
<b>STR</b> Strength	10	0		
<b>DEX</b> Dexterity	10	0	14	+2
<b>CON</b> Constitution	10	0		
<b>INT</b> Intelligence	10	0		
<b>WIS</b> Wisdom	10	0		
<b>CHA</b> Charisma	10	0		
<b>COM</b> Comeliness	10	0		

	TOTAL	WOUNDS AND EFFECTS			HIT DICE NUMBER	HIDEOUT BONUS	
<b>LEADER HIT DICE</b>	3				3	0	
<b>DEFENCE</b>	14	10	2		2		
		TOTAL	BASE	ABILITY MODIFIER	GANG FEAT	CLASS BONUS	ARMOR BONUS



SPEED	
<b>INITIATIVE</b>	+2
ARMOR DR	

GANG SKILLS				TOTAL	RANK	GANG FEATS	Ability Mod
Drive				5	3		2
Craft Mechanic				3	3		
Stealth				5	3		2
Notice				3	3		
Demolitions				3	3		
Disable Device				3	3		

PISTOLS		ATTACK BONUS	DAMAGE	CRITICAL
Lt. Pistol		+4	2d4	20
USES		INFO/SPECIAL ATTACK		RANGE
4		3/4th amount of uses due to poor equipment bonus		40 ft.

RIFLES		ATTACK BONUS	DAMAGE	CRITICAL
USES		INFO/SPECIAL ATTACK		RANGE

GANG FEATS		DESCRIPTION
Wheelz		+1 to vehicle value
Ability Incore Dex , x2		+2 Dex each time it is taken
Civilian Firearms		+1 Attack when using pistols or rifles
Drive By		+1 Attack while attacking from a moving vehicle

HEAVY WEAPONS		ATTACK BONUS	DAMAGE	CRITICAL
USES		INFO/SPECIAL ATTACK		RANGE

EXPLOSIVES		ATTACK BONUS	DAMAGE	CRITICAL
USES		INFO/SPECIAL ATTACK		RANGE

MELEE/UNARMED		ATTACK BONUS	DAMAGE	CRITICAL
Hvy. Melee		+1	1d8	18-20
USES		INFO/SPECIAL ATTACK		RANGE
6				0

BLADE		ATTACK BONUS	DAMAGE	CRITICAL
USES		INFO/SPECIAL ATTACK		RANGE

ARMOR/PROTECTION		DEFENCE	DR	USES

## CAMPAIGN / SETTING

### HIDEOUT

The Crash Pad

Location Your buddies couch the leader sleeps on

### RIVALS/ENEMIES

### ALLEGIANCES

### GANG WEALTH

10

### GANG ENTERPRISE

GTA 3

Traficing 3

## GANG INFORMATION

### GANG STYLE

Motor Head clothing and grease stains

### GANG BELIEFS

All is right with the world if your motor is running

### GANG GOALS

Big pad, fine cars, cool cats, and the ladies

### FAVORITE JOBS/CRIMES

Grand Theft Auto

Trafficking Stolen goods

### TURF

4th Street block

### VEHICLE OWNED

Maneuver

INISH

SPEED

Sedan

0

Allout

INFO/SPECIAL

DEFENSE

HP

Cover

+3

12

1/2

### GANG COST

Armor

Vehicles 3

Weapons 3

Head Quarters 1

Equipment 3





GANGSTERS AND  
THE LAW  
PLAYING FOR THE  
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For the ultimate in Cops and  
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\*6 New Classes

\*8 New Advanced Classes

\*Mass Gang Combat System  
and More









**CAMPAIGN / SETTING**


**HIDEOUT**

Gang House LT.

Your home away from home


**RIVALRY/ENEMIES****ALLEGIANCES**


**GANG WEALTH**

15

**GANG ENTERPRISE**

Illegal Fighting 9

Information Broker 6


**GANG INFORMATION****GANG STYLE**

Skater Punk look with muscles


**GANG BELIEFS**

Band together under a brotherhood of pain the hard Knocks


**GANG GOALS**

Gain control of the Underground fighting rings of the City


**FAVORITE JOBS/CRIMES**

Arranging Illegal Fights

Keeping the ear to the streets for Info


**TURF**

The Eastern warehouse district


**VEHICLE OWNED**

Maneuver

INISH

SPEED

Skateboard

+5

Alley

**INFO/SPECIAL**

DEFENSE

HP

Cover

0

1

0

**GANG COST**

15

Armor 3

Vehicles 1

Weapons 3

Head Quarters 4

Equipment 4




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Name \_\_\_\_\_ Player Name \_\_\_\_\_

Class \_\_\_\_\_ Character Level \_\_\_\_\_ Starting Occupation \_\_\_\_\_

Gender \_\_\_\_\_ Age \_\_\_\_\_ Height \_\_\_\_\_ Weight \_\_\_\_\_ Eyes \_\_\_\_\_ Hair \_\_\_\_\_ Skin \_\_\_\_\_



CHARACTER SHEET

ABILITIES	ABILITY SCORE	ABILITY MOD.	TEMP MOD.	TEMP BONUS.
-----------	---------------	--------------	-----------	-------------

<b>STR</b> Strength				
<b>DEX</b> Dexterity				
<b>CON</b> Constitution				
<b>INT</b> Intelligence				
<b>WIS</b> Wisdom				
<b>CHA</b> Charisma				
<b>COM</b> Comeliness				

TOTAL	WOUNDS AND EFFECTS				Misc	HIT DICE TYPE
-------	--------------------	--	--	--	------	---------------

<b>Hit Points</b>						
<b>Defence</b>		10				

TOTAL	BASE	ABILITY MODIFIER	FEAT	CLASS BONUS	ARMOR BONUS
-------	------	------------------	------	-------------	-------------

<b>SPEED</b>	
<b>INITIATIVE</b>	
<b>BASE ATTACKS</b>	
<b>ARMOR DR</b>	

ACTION POINTS	WEALTH BONUS

SAVES	TOTAL	BASE	ABILITY MOD	MISC
-------	-------	------	-------------	------

<b>FORTITUDE</b>				
<b>REFLEX</b>				
<b>WILL</b>				

ATTACKS	TOTAL	BASE	ABILITY MODIFIER	MISC
---------	-------	------	------------------	------

<b>MELEE</b>		+	+	+
<b>RANGED</b>		+	+	+

WEAPON		ATTACK BONUS		DAMAGE	CRITICAL
RANGE	WEIGHT	SPECIAL PROPERTIES		SIZE	TYPE

WEAPON		ATTACK BONUS		DAMAGE	CRITICAL
RANGE	WEIGHT	SPECIAL PROPERTIES		SIZE	TYPE

WEAPON		ATTACK BONUS		DAMAGE	CRITICAL
RANGE	WEIGHT	SPECIAL PROPERTIES		SIZE	TYPE

WEAPON		ATTACK BONUS		DAMAGE	CRITICAL
RANGE	WEIGHT	SPECIAL PROPERTIES		SIZE	TYPE

ARMOR		DR		AC	PENALTY
SPEED	WEIGHT	SPECIAL PROPERTIES		SIZE	MAX DEX

SKILLS					
SKILL NAME	Ability	Skill Mod	Ability Mod.	Rank Mod	Misc.

<input type="checkbox"/> Balance	Dex				
<input type="checkbox"/> Bluff	Cha				
<input type="checkbox"/> Climb	Str				
<input type="checkbox"/> Computer Use	Int				
<input type="checkbox"/> Craft ( )	Int				
<input type="checkbox"/> Craft ( )	Int				
<input type="checkbox"/> Craft ( )	Int				
<input type="checkbox"/> Decipher Script ■	Int				
<input type="checkbox"/> Demolitions ■	Int				
<input type="checkbox"/> Diplomacy	Cha				
<input type="checkbox"/> Disable Device ■	Int				
<input type="checkbox"/> Disguise	Cha				
<input type="checkbox"/> Drive	Dex				
<input type="checkbox"/> Escape Artist	Dex*				
<input type="checkbox"/> Forgery	Int				
<input type="checkbox"/> Gamble	Wis				
<input type="checkbox"/> Gather Information	Cha				
<input type="checkbox"/> Grifting •	Cha				
<input type="checkbox"/> Handle Animal ■	Cha				
<input type="checkbox"/> Intimidate	Cha				
<input type="checkbox"/> Investigate ■	Int				
<input type="checkbox"/> Jump	Str*				
<input type="checkbox"/> Knowledge ( )	Int				
<input type="checkbox"/> Knowledge ( )	Int				
<input type="checkbox"/> Knowledge ( )	Int				
<input type="checkbox"/> Navigate	Int				
<input type="checkbox"/> Notice •	Wis				
<input type="checkbox"/> Perform ( )	Cha				
<input type="checkbox"/> Perform ( )	Cha				
<input type="checkbox"/> Perform ( )	Cha				
<input type="checkbox"/> Pilot ■	Dex				
<input type="checkbox"/> Profession	Wis				
<input type="checkbox"/> Read/Write Lang. ( )	-				
<input type="checkbox"/> Read/Write Lang. ( )	-				
<input type="checkbox"/> Read/Write Lang. ( )	-				
<input type="checkbox"/> Repair ■	Int				
<input type="checkbox"/> Search	Int				
<input type="checkbox"/> Sense Motive	Wis				
<input type="checkbox"/> Slight of Hand ■	Dex				
<input type="checkbox"/> Speak Language ( )	-				
<input type="checkbox"/> Speak Language ( )	-				
<input type="checkbox"/> Speak Language ( )	-				
<input type="checkbox"/> Stealth •	Dex*				
<input type="checkbox"/> Survival	Wis				
<input type="checkbox"/> Survival Urban •	Wis				
<input type="checkbox"/> Swim	Str*				
<input type="checkbox"/> Treat Injury	Wis				
<input type="checkbox"/> Tumble ■	Dex*				
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
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