

CRIME ADVENTURE Pack

Version: 3

Table of contents

- Crime Adventure Pack 1**
 - Setting Information 1
 - Character Traits 2
 - Special Rules 8
 - Factions 11
 - NPCs 12
 - Opponents 14
- Locations 17**
 - Adventure Seeds 18

Crime Adventure Pack

Setting Information

- The world is stitched together by secrets, favors, and encrypted silence — a place where cameras blink like insects and every kindness is a transaction waiting to turn.
- The time is now, or something close to it — a present blurred by screens and sleeplessness, where systems grow too big to fight and too hollow to trust.
- The setting is a **fractured cityscape**, watched by drones and ruled by contracts, where syndicates sign NDAs and disappearances are logged with timestamps and polite denials.
- Power flows through backdoors and burner phones, and trust is the rarest currency — offered slow, spent fast, and never without collateral.
- Crime is layered and intimate — a fusion of hustle, hunger, and network latency. Nothing is clean, just practiced, rehearsed, and monetized.
- Identities are worn like masks, discarded when burned — killers deliver groceries, whistleblowers vanish in firewalls, and loyalty lasts until the next download.
- Law enforcement is brittle and blurred — bought, borrowed, or just too exhausted to matter. Some serve syndicates, some serve ideals, most serve the clock.

- This world doesn't want justice. It wants leverage — and your story begins when someone pulls the wrong string.

Character Traits

Concepts

	1	2	3	4	5	6
1	Burned Under-cover	Street-Level Fixer	Idealist Turned En-forcer	Dis-graced Detec-tive	Black-mail Vic-tim	Reluc-tant Killer
2	Cor-rupt Politico	Ex-Gang Coun-selor	Ghost in the System	Dirty Evi-dence Han-dler	Com-munity Protec-tor	Out-sourced Inter-rogator
3	Vet-eran Safe-house Keeper	Info Broker on Pa-role	Sleeper Asset	Com-pulsive Arson-ist	Smil-ing Debt Collec-tor	Former Infor-mant
4	Loyal to the Wrong Person	Inside Man at Risk	Fam-ily-Tied Dealer	Off-the-Books Sur-geon	Cage Fighter for Hire	Opera-tive with a Code
5	Re-formed but Hunted	Bag-man with a Secret	Cop-Killer in Hiding	Vigi-lante Hacker	Driver with a Dead Past	Fixer for the Wealthy

	1	2	3	4	5	6
6	Ex-Syn- dicate Heir	Wit- ness on the Run	Masked Avenge	Bro- ker of Dirty Se- crets	Pawn in a Larger Game	Fugitive from a Ghost Town

Skills

	1	2	3	4	5	6
1	Shad- ow- ing	Close- Quar- ters Com- bat	Cold Read- ing	Safe Cracking	Get- away Driving	Lie De- tection
2	Jury Rig- ging	Firearm Han- dling	Emo- tional Manip- ulation	Surveil- lance Craft	Digital Intru- sion	Pressure Tactics
3	Foren- sic In- tu- ition	Lock By- pass	Rapid Assess- ment	Weapon Improvi- sation	Con- ceal- ment Tech- niques	Reading a Crime Scene
4	Smooth Talk- ing	Fear Induc- tion	Cover Iden- tity Cre- ation	Code- Switch- ing	Access Spoof- ing	Naviga- tion of Urban Terrain
5	Ex- plo- sive Setup	Trauma Response	Infil- tration Plan- ning	Threat Analysis	Black- mail Lo- gistics	Wiretap Install- ation

	1	2	3	4	5	6
6 Tail Cleanup		Eva- sion Tech- niques	Interro- gation Exper- tise	Pick- pocket Reflexes	Intu- ition for Weak Spots	Disguise Under Pressure

Frailties

	1	2	3	4	5	6
1 Haunted by a Past Case		Ad- dicted to Risk	Uncon- trol- lable Flash- backs	Bound by a Per- sonal Oath	Es- tranged from Loved Ones	In Too Deep with the Wrong People
2 Trusts the Wrong People		Unwill- ing to Kill	Known to the Au- thori- ties	Se- cretly Being Black- mailed	Lives Under a Stolen Identity	Prone to Self- Destruc- tion
3 Afflicted by Nightmares		Mis- judges Inten- tions	Sus- cepti- ble to Intimi- dation	Trapped by Debt	Still Loyal to a Dead Partner	Ob- sessed with One Last Job
4 Seeks Re- demption at Any Cost		Flash Tem- per	Reacts Poorly to Au- thority	Emo- tionally Numb	Carries a Traitor's Guilt	Fear of Being Watched

	1	2	3	4	5	6
5	Keeps a Dangerous Secret	Reckless Protector	Constantly Disassociates	Identity Crisis	Afraid of the Truth	Obsessive Need for Control
6	Can't Leave the Game Behind	Compromised Morality	History of Violence	Emotionally Attached to a Target	Triggers Under Pressure	Internal Voices (Not Always Wrong)

Gear

	1	2	3	4	5	6
1	Burn Phone	Compact Handgun	Cloned Keycard	Hidden Compartment Jacket	Audio Scrambler	Unregistered Vehicle
2	Forged Credentials	Remote Camera Drone	Trauma Kit	EMP Slap Patch	Burner Laptop	Clean Cash Bundle
3	Concealed Recorder	Tinted Surveillance Shades	Lock Override Tool	Signal Jammer	Digital Dead Drop	Fingerprint Copy Film
4	Kevlar-Lined	Injection Gun	Field Toolkit	Black Market	Disposable	"Evidence"

	1	2	3	4	5	6
	Trench-coat	(Sleep Agent)	(Crack & Fix)	Comms Scanner	Micro-phones	Planting Kit
5	Custom Bug Detector	Prototype Listening Ear-piece	Taser Glove	Throw-away Pistol	Cold Storage Wallet	Tamper-Proof Briefcase
6	Quick-Swap ID Pack	Silenced Snub Revolver	Tracker Dust Vials	Break-In Case (Picks, Cutter, Wedge)	Contact-Encrypted Notebook	Sharp Object of Sentimental Value

Names

Female Names

	1	2	3	4	5	6
1	Ava	Nia	Carmen	Elise	Riley	Dana
2	Margo	Leila	Harper	Noemi	Sky	Bianca
3	Simone	Ivy	Jules	Tasha	Mira	Cassidy
4	Rowan	Alina	Zoey	Sienna	Quinn	Freya
5	Nyla	Cora	Hazel	Vera	Lennox	Fallon
6	Juno	Keira	Sasha	Delaney	Lola	Maren

Male Names

	1	2	3	4	5	6
1	Jace	Malik	Theo	Luca	Dean	Carter
2	Elias	Nolan	Ramon	Kieran	Zane	Colby
3	Miles	De- von	Julian	Knox	Dante	Ezra
4	Rhys	Logan	Mason	Omar	Wade	Gideon
5	Cruz	Jaxon	Leo	Silas	Andre	Victor
6	West	Cairo	Dorian	Kai	Marcus	Bennett

Surnames

	1	2	3	4	5	6
1	Mer- cer	Calla- han	Vega	Ruiz	Mon- roe	Tate
2	Mad- dox	Hol- loway	Santana	Bishop	Quinn	Navarro
3	Rhodes	Du- rant	Moretti	Figueroa	Lowell	Castillo
4	Crane	Voss	Keller	Es- pinoza	Leclair	Rivas
5	Rosen- thal	Black- wood	Del- gado	Faulkner	Kane	Serrano
6	Ash- ford	Drum- mond	Reyes	Thorne	Calder	Marc- hand

Nicknames

	1	2	3	4	5	6
1	Ghost	Red- line	Nine	Vex	Trigger	Saint

	1	2	3	4	5	6
2	Wires	Blink	Moth	Burner	Noose	Chrome
3	Prophet	Stitch	Zero	Bishop	Scorch	Wraith
4	Vice	Knuckles	Cross	Static	Gutter	Ivory
5	Cue-ball	Latchkey	Echo	Bender	Lucky	Silo
6	Nails	Sphinx	Jackdaw	Dash	Slick	Reaper

Special Rules

Heat

Every action leaves a trace — a camera missed, a name overheard, a pattern noticed. Heat is the invisible pressure building around the protagonist as their operations draw the attention of law enforcement, rival crews, or someone worse. You can't avoid heat forever — only manage it.

When your actions could raise suspicion, **ask a closed question**. Interpret the outcome as follows:

1. **No, and...:** Your moves light up alarms across departments. Cops are on your trail, and someone else just got your name.
2. **No:** You've been made — police eyes are narrowing in.
3. **No, but...:** You dodge the badge, but another crew clocks your hustle.
4. **Yes, but...:** You stay off the radar, but the measures you took raised other eyebrows.
5. **Yes:** You keep it clean — no tails, no whispers.
6. **Yes, and...:** Not only do you stay invisible, but your finesse earns quiet respect from both sides of the line.

Influence

No one survives alone. Whether you're dealing with a fixer, a lieutenant, or a dirty city council rep, **relationships are currency**. Influence determines who has your back, who feeds you intel, and who turns a blind eye when it counts.

Building Relationships

When trying to establish trust or ties with a new faction or contact, **ask a closed question**:

1. **No, and...:** It backfires — they now see you as a threat or nuisance.
2. **No:** No trust, no traction. The door stays closed.
3. **No, but...:** You're shut out — but catch a glimpse of how they operate.
4. **Yes, but...:** You make a connection, but it's fragile — they'll want more.
5. **Yes:** You earn trust. The line is open.
6. **Yes, and...:** They not only welcome you in, but toss you a favor to prove it.

Maintaining Relationships

Even solid ties erode without care. When trying to keep a relationship stable:

1. **No, and...:** Trust collapses — they turn hostile or walk away.
2. **No:** You're ghosted. Nothing changes, and that silence grows.
3. **No, but...:** Still distant, but you learn something from the static.
4. **Yes, but...:** The bond holds, but it takes sweat — or sacrifice.
5. **Yes:** Things stay good. Business as usual.

6. **Yes, and...:** You reinforce the bond and get something unexpected in return.

Gaining Information

When tapping contacts for intel:

1. **No, and...:** No answers, and now they're spooked — or pissed.
2. **No:** No usable info. You hit a wall.
3. **No, but...:** You walk away empty, but spot a thread worth pulling.
4. **Yes, but...:** You get intel — partial, outdated, or incomplete.
5. **Yes:** You get exactly what you need.
6. **Yes, and...:** The info is solid — and they offer backup, access, or protection.

Interrogation

Getting someone to talk — or break — isn't just about pressure. It's about reading them, cornering them, or saying exactly what they feared you'd say. When extracting information from a suspect, source, or ally under stress:

1. **No, and...:** They shut down, dig in, and maybe call for help.
2. **No:** Stonewall. They give you nothing.
3. **No, but...:** You don't get what you wanted — but you get a sliver of something else.
4. **Yes, but...:** They talk — but it costs them, and they might resent it.
5. **Yes:** They talk. You get what you came for.
6. **Yes, and...:** They open up fully — and tell you something you didn't even know to ask.

Factions

1. The Syndicate

- **Concept:** Logistics Front Disguised as Enterprise
- **Skills:** Smuggling Routes, Silent Leverage
- **Frailty:** Overextended Operations
- **Gear:** Burner Contracts, Warehouse Keys
- **Goal:** Keep the system running quietly and profitably
- **Motive:** Control the invisible infrastructure of crime
- **Nemesis:** Disruptors who introduce chaos or visibility

2. The Internal Affairs Bureau

- **Concept:** Fractured Oversight Agency
- **Skills:** Surveillance Audits, Pattern Recognition
- **Frailty:** Internal Sabotage
- **Gear:** Compromised Reports, Bodycam Archives
- **Goal:** Root out corruption — selectively
- **Motive:** Restore (or reframe) legitimacy from within
- **Nemesis:** Their own department's rank-and-file loyalty web

3. The Patchwork

- **Concept:** Decentralized Street Alliance
- **Skills:** Flash Mobilization, Urban Camouflage
- **Frailty:** No Central Leadership
- **Gear:** Signal Apps, Painted Masks
- **Goal:** Claim unpoliced space and shape it
- **Motive:** Territory, autonomy, and symbolic victories
- **Nemesis:** Developers, media, and old-school gangs alike

4. The Development Commission

- **Concept:** Legal Front for Strategic Displacement

- **Skills:** Rezoning Pressure, Legal Obfuscation
- **Frailty:** Public Scrutiny
- **Gear:** Sealed Bids, Donor Lists
- **Goal:** Convert contested neighborhoods into controlled assets
- **Motive:** Capital expansion under civic branding
- **Nemesis:** Embedded communities and local saboteurs

5. The Signal

- **Concept:** Weaponized Media Ecosystem
- **Skills:** Narrative Control, Info Doxxing
- **Frailty:** Internal Agenda Clashes
- **Gear:** Anonymous Sources, Target Profiles
- **Goal:** Dominate the public perception battlefield
- **Motive:** Influence outcomes by shaping the story
- **Nemesis:** Leaks, live feeds, and uncontrollable witnesses

6. The Wreckage

- **Concept:** Legacy Crime Family on the Decline
- **Skills:** Old School Intimidation, Clean-Up Crews
- **Frailty:** Outdated Tactics
- **Gear:** Rolodex, Rusty Shotgun
- **Goal:** Reclaim lost territory and respect
- **Motive:** Pride, memory, survival
- **Nemesis:** The Syndicate, who buried them in the first place

NPCs

Detective Mara Vélez

- **Concept:** Compromised Homicide Detective
- **Skills:** Pressure Interviews, Pattern Reading

- **Frailty:** Deeply Entangled
- **Gear:** Old Badge, Private Burner
- **Goal:** To solve a cold case that implicates her own unit
- **Motive:** Guilt, and a debt she can't pay off
- **Nemesis:** Internal Affairs and whoever scrubbed the original files

Frank "Vice" Bellamy

- **Concept:** Nightclub Operator & Info Broker
- **Skills:** Liquor Licenses, Silent Surveillance
- **Frailty:** Thinks Everyone Talks Eventually
- **Gear:** Panic Button Under the Bar, Memory Wall
- **Goal:** Stay valuable to every side without picking one
- **Motive:** Survival via manipulation
- **Nemesis:** His own muscle, who wants to go independent

Lily Knox

- **Concept:** Burned Informant with Nowhere to Run
- **Skills:** Eavesdropping, Route Mapping
- **Frailty:** Running on Fear and Speed
- **Gear:** Prepaid Minutes, Backup SIMs
- **Goal:** To disappear without anyone knowing she did
- **Motive:** Her kid is living under someone else's name
- **Nemesis:** A fixer she ghosted — and who never forgets

Nicholas "Cage" Tran

- **Concept:** Precision Smuggler with Ties to Old Crews
- **Skills:** Entry Logistics, Custom Forgery
- **Frailty:** Can't Say No to Old Friends
- **Gear:** Shipping Manifests, False Papers with Real Signatures

- **Goal:** Pull off one final exit job that clears three names
- **Motive:** He owes more than money
- **Nemesis:** A former client who got burned and blames him personally

Daisy Quell

- **Concept:** Black-Hat Activist with a God Complex
- **Skills:** Network Exploits, Psychological Profiling
- **Frailty:** Needs an Audience
- **Gear:** Encrypted Tablet, Preloaded News Drops
- **Goal:** To make a very public example of a very powerful person
- **Motive:** Validation wrapped in ideology
- **Nemesis:** The Signal, whose media ops she's about to expose

Max Harrow

- **Concept:** Ghost Broker of Untraceable Weapons
- **Skills:** Custom Loadouts, Whisper Networks
- **Frailty:** Reckless with People, Never with Product
- **Gear:** Designer Gloves, Case of Burner Vouchers
- **Goal:** To disappear into a private island built on blood deals
- **Motive:** To finally have something that can't be taken
- **Nemesis:** A clean-suit contractor who got sloppy and lived

Opponents

Corrupt Officer

- **Concept:** Compromised Law Enforcement
- **Skills:** Interrogation, Procedural Navigation
- **Frailty:** Blackmail Vulnerability
- **Gear:** Service Weapon, Confidential Access Codes

- **Goal:** Protect their racket without losing their badge
- **Motive:** Stay in control of both sides of the law
- **Nemesis:** Anyone who exposes them to daylight

Street-Level Boss

- **Concept:** Local Power Broker
- **Skills:** Fear Management, Network Loyalty
- **Frailty:** Known and Traceable
- **Gear:** Burner Collection, Custom-Made Jacket
- **Goal:** Lock down territory through respect and fear
- **Motive:** Prove they're untouchable — again
- **Nemesis:** Rival crews and restless lieutenants

Contract Operative

- **Concept:** Freelance Enforcer
- **Skills:** Covert Entry, Close Quarters Combat
- **Frailty:** Hunted by Past Clients
- **Gear:** Silenced Sidearm, Shifting Alias
- **Goal:** Complete the job without leaving a shadow
- **Motive:** Reputation keeps the work coming
- **Nemesis:** Any job that feels personal

Courier Mule

- **Concept:** High-Risk, Disposable Asset
- **Skills:** Urban Navigation, Concealment
- **Frailty:** Desperate and Disposable
- **Gear:** Hidden Compartment Bag, One-Way Phone
- **Goal:** Deliver without asking questions
- **Motive:** Money, pressure, or protection
- **Nemesis:** The package — whatever it really is

Precision Thief

- **Concept:** Technical Break-In Specialist
- **Skills:** Alarm Disabling, Escape Routes
- **Frailty:** One Last Score Mentality
- **Gear:** Lockpick Kit, Heat Sensor Mask
- **Goal:** Get in, get out, stay gone
- **Motive:** Cash, challenge, or both
- **Nemesis:** Motion detectors, backstabbers, and overconfidence

White-Collar Predator

- **Concept:** Invisible Manipulator
- **Skills:** Paper Trails, System Exploits
- **Frailty:** Believes They're Safe
- **Gear:** Secure Terminal Access, Plausible Deniability
- **Goal:** Drain the system without ever being noticed
- **Motive:** Greed reframed as "efficiency"
- **Nemesis:** Data leaks, subpoenas, and whistleblowers

Locations

The Lockup Level

- A hidden detention zone buried beneath a civic complex, used for unofficial interrogations and deniable detentions.
- Possible encounters: Off-duty cops making private deals, disappeared detainees, ghost records, informants under duress

Crossline Pier

- A collapsed and condemned dock outside the customs grid, favored by smugglers, divers, and those moving untagged cargo.
- Possible encounters: Freelance fixers, armed lookouts, contraband handlers, desperate witnesses

Apartment 7G

- A supposedly empty unit in a quiet mid-rise; inside: tracking gear, old case files, and traces of someone living off-grid.
- Possible encounters: Surveillance tech, hidden caches, paranoid squatters, encrypted audio diaries

The Refinery Flats

- An informal zone in a former industrial area — now part refuge, part staging ground for dissidents, runners, and burned contacts.
- Possible encounters: Community medics, armed locals, whistleblowers in hiding, scavenger crews

The Horizon Lobby

- A spotless corporate atrium open 24/7, with no guards — just silent drones and a concierge AI. Everything here is recorded.
- Possible encounters: Corporate operatives, private security contractors, tech liaisons, data leakers on the move

The 3rd Rail

- An abandoned subway tunnel used for off-grid transit, backroom meetings, and the occasional body dump.
- Possible encounters: Tunnel guides, exile militias, rogue couriers, engineers who never left

Adventure Seeds

D66	Adventure Seed
11	Witness a gangland execution and decide whether to vanish, intervene, or sell what you saw.
12	Infiltrate a high-security prison to extract a burnt informant before the guards catch on.
13	Sabotage a rival crew’s supply chain before their enforcers trace it back to you.
14	Protect a high-profile investor during a volatile arms negotiation with unknown players.

D66**Adventure Seed**

- 15 Track a serial killer who leaves old case files at every crime scene.
- 16 Steal a hard drive from a corrupt official before their bodyguards or blackmailers do.
- 21 Clear your name after waking up next to a corpse and a gun you don't remember owning.
- 22 Steal a prototype device from a corporate lab rigged with traps and loyalty scanners.
- 23 Breach a rival gang's underground vault to plant a tracker — and maybe take something else.
- 24 Recover a stolen painting for a collector who definitely didn't acquire it legally.
- 25 Escort a high-value witness across city blocks controlled by rival factions.
- 26 Disrupt a black-market arms deal without getting photographed, traced, or killed.
- 31 Intercept a rogue operative carrying intel that could unravel a whole syndicate.
- 32 Get a terrified witness to court without losing them to fear, bribes, or bullets.
- 33 Sneak into a sealed federal site and extract the only copy of a buried dossier.
- 34 Retrieve a cursed relic from a lockdown vault before the buyer changes their mind.
- 35 Recover a package stolen mid-transfer before your employer assumes you ran with it.
- 36 Find the trail of a crooked cop — or erase the evidence before someone else does.

D66**Adventure Seed**

- 41 Survive a bank heist from the inside when the job goes wrong and the exits seal.
- 42 Track a bomb courier across the metro before the device reaches its target.
- 43 Extract an ally from a gang safehouse without alerting the entire block.
- 44 Lure out the assassin hunting you — and decide whether to run, talk, or kill.
- 45 Recapture a violent escapee whose contacts go higher than yours.
- 46 Recover a missing weapons shipment before someone sells it back to your client.
- 51 Protect a philanthropist during a gala with too many cameras — and too many enemies.
- 52 Wake up bloody, hunted, and wiped — with 15 minutes to remember what happened.
- 53 Rescue a hostage who's worth more dead than alive.
- 54 Steal a sealed crate from a gang warehouse before they realize what's really inside.
- 55 Rescue a teammate being used as leverage — or take their place.
- 56 Break into a rival syndicate's HQ and walk out with proof of their next move.
- 61 Escort a whistleblower out of the city while both factions hunt you.
- 62 Help a bleeding stranger on your doorstep — or ignore the call that drags you into something big.

D66**Adventure Seed**

- 63 Hit the docks before the port shipment goes dark — and everyone turns on each other.
- 64 Uncover who ordered the judge's murder before the investigation gets buried.
- 65 Discover you've been exposed as a mole mid-operation — and now everyone's watching.
- 66 Extract a deep-cover asset from enemy hands before they break — or flip.