

LONER: PULP HEROES

Version: 3

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Loner: Pulp Heroes

Loner: Pulp Heroes is a solo tabletop RPG adventure set in the shadow-drenched streets and smoke-choked cities of the 1930s, where masked vigilantes wage a relentless war against crime and corruption.

This minimalist Solo Role Playing Game is designed to plunge you into the dark heart of pulp heroism, where justice comes at the end of a gun and the only law that matters is the one you enforce yourself.

Introduction

Loner: Pulp Heroes follows the following design principles:

1. **Portable:** to play you will need a few common (six-sided) dice and writing materials. Anything else is optional and not essential.
2. **Rules-Light:** the game relies on a few rules and only one solving mechanic, easy to learn and eventually to memorize.
3. **Tag-based:** characters and situations are defined only by qualitative descriptors and no quantitative characteristics.

With a focus on quick resolutions, **Loner: Pulp Heroes** throws you headfirst into the heart of noir action. Your character will be defined by thematic tags like *Shadow Walker*, *Truth Serum*, *Ruthless*, and *Twin .45s*.

What is a Role Playing Game (RPG)?

A role-playing game (RPG) is a type of game in which players assume the roles of fictional characters and act out their actions and decisions within a narrative or imaginary setting. The outcome of these actions and decisions is often determined by a set of rules and game mechanics, such as dice rolls or statistical attributes of the characters. Players may also collaborate to create a shared story or narrative through their characters' actions and interactions.

What is a Solo RPG?

In a solo RPG a single player takes on the roles of one or more characters, while also simultaneously managing some elements of the game world. These games typically involve the use of a rule system and game mechanics to determine the outcome of actions taken by the player-controlled characters. Unlike a gamebook (such as the Fighting Fantasy, Lone Wolf, and Tunnels & Trolls series) a solo RPG is not a form of interactive, forked narrative in which outcomes are pre-determined and limited by the author's choices.

Through the interaction of player, oracle, tools, and prompts, the character's actions will build an **emergent narrative** within whose boundaries anything can be attempted, without predetermined limits.

Safety Tools

You will play alone, but be sure to play in an environment that is comfortable for you, without overexerting yourself, and reserve the option to stop as soon as you feel uncomfortable for any reason, physical or emotional. Don't be afraid to tackle new themes, but do so in full awareness of your boundaries.

Minimum Requirements

To play *Loner: Pulp Heroes* you will need:

- **4 six sided dice** (also known as d6s): two pairs of different colors
- **Paper and writing tools:** at least a sheet of scrap paper and a pencil, but index cards or sticky notes are a fine addition
- **Character sheet:** you may use the provided sheet at the back or a simple index card.
- **Notebook:** *Loner: Pulp Heroes* is not a solo journaling game, you can easily play it in the “theater of mind”. But you can keep track of your game if you feel the need!

The Dark City

The year is 1936. The Great Depression has left its mark on every street corner, but some wounds run deeper than economic hardship. In the sprawling metropolis where you operate, corruption flows like sewage through the gutters, and the line between law and lawlessness has been erased by those with enough money and influence.

- **The Concrete Jungle:** Towering skyscrapers cast permanent shadows over narrow alleys where deals are made in blood and bullets. Art Deco facades hide opium dens, speakeasies that never closed after Prohibition ended, and backroom meetings where the city’s true rulers decide who lives and dies.
- **Technology of Terror:** The modern age brings new tools for both hero and villain - radio networks span the city, zeppelins patrol the skies, and experimental weapons emerge from military contracts gone wrong. But for every innovation that promises progress, ten more serve the cause of corruption.

- **The Untouchables:** Police commissioners on mob payrolls, judges who auction verdicts to the highest bidder, and politicians whose campaign promises are written in disappearing ink. The system isn't broken - it's working exactly as intended by those who bought it.
- **Desperate Citizens:** Honest folks caught between the hammer of organized crime and the anvil of corrupt authority. They've stopped believing in heroes because heroes get bought, blackmailed, or buried. They need something different - something that can't be corrupted because it never claimed to be good in the first place.
- **Occult Undercurrents:** Beneath the rational veneer of industrial progress, ancient cults and eldritch societies pull strings from the shadows. Their goals transcend mere money or power - they seek to reshape reality itself, one ritual murder at a time.

Playable Themes

- **Vigilante Justice:** Operating outside the law because the law has been purchased
- **Dual Identity:** The constant struggle between public face and private war
- **Moral Ambiguity:** Choosing between lesser evils when there are no good options
- **Urban Gothic:** Horror that wears a three-piece suit and owns half the city
- **Pulp Action:** Over-the-top stunts, dramatic confrontations, and impossible escapes
- **Noir Investigation:** Following leads through a maze of lies, betrayal, and murder
- **Class Warfare:** The elite versus everyone else, fought in penthouses and slums

- **Occult Conspiracy:** Ancient evils using modern methods to achieve timeless goals

Timeline

- **1929:** The Stock Market crashes, but some fortunes grow larger in the chaos
- **1930-1932:** The first masked vigilantes appear as conventional justice fails
- **1933:** The Crimson Brotherhood cult is exposed, then mysteriously forgotten
- **1934:** Police Commissioner Hayes is assassinated; his replacement is twice as corrupt
- **1935:** The Zeppelin Disaster covers up something much worse in the wreckage
- **1936:** Present day - the city bleeds, and only shadows can stop the bleeding

Characters

In the world of *Loner: Pulp Heroes*, you are not a shining beacon of hope. You are a necessary darkness, a brutal remedy for a diseased city. Your methods are questionable, your morality is flexible, and your enemies know that encountering you means facing judgment without appeal.

Everything is a Character

In *Loner: Pulp Heroes* Non-Playing Characters (NPCs), Foes, Organizations, Monsters, and even relevant objects like vehicles are characters too!

Your Protagonist is described by some fixed traits:

- **Name:** The name should be iconic and consistent with the tone and setting of the story.

- **Concept:** A concise description of the character's profession, background, and abilities. The best are adjective-name pairings, like "*Merciless Mentalist*" or "*Cloaked Avenger*".
- **Skills** (x2): Abilities not necessarily character-specific but not characteristics common to all. "*Smart*" is not a skill, "*Mind Reader*" is.
- **Frailty:** Something that could potentially get in the way of the character, either physically, mentally, or socially.
- **Gear** (x2): Particular equipment supplied to the character in coherence with the setting. Everyday items are taken for granted and do not fall under this trait.
- **Goal:** The long-term objective.
- **Motive:** What drives the pursuit of the goal.
- **Nemesis:** A person or organization that hinders the protagonist. It can emerge during the first game sessions, it may or may not be the direct antagonist of the story, ready to appear to make life even more difficult
- **Luck:** The measure of a character's ability to avoid ill fortune or an inauspicious outcome. It applies only in Conflicts and automatically recharges when they end. Luck starts and caps at 6.

These **traits** are described by **tags**, descriptive words or phrases that can identify anything in the game world. Even the **details** of the environment in which the action moves and **conditions** (physical or mental) of the characters are tags.

They are qualitative representations. They are not quantitative measures.

Character Traits

You can use these traits to create a character on the fly, mix them, or just use them as inspiration.

Character Traits

Concepts

	1	2	3	4	5	6
1	Cloaked Avenger	Shadow Walker	Merciless Judge	Night Stalker	Grim Executioner	Masked Vigilante
2	Vengeful Sleuth	Truth Seeker	Relentless Hunter	Dark Detective	Justice Bringer	Phantom Nemesis
3	Brutal Enforcer	Terror Incarnate	Silent Death	Urban Predator	Moral Compass	Shadowed Crusader
4	Lethal Protector	Nightmare Walker	Guilty Conscience	Street Phantom	Merciless Angel	Righteous Fury
5	Broken Idealist	Reformed Criminal	Haunted Veteran	Dual Personality	Obsessed Avenger	Ob-Living Weapon
6	Master of Fear	Criminal Genius	Corrupt Official	Reluctant Hero	Tortured Soul	Urban Myth

Skills

	1	2	3	4	5	6
1	Mind Reader	Master Disguise	Rooftop Runner	Lock Picker	Truth Serum	Shadow Blend
2	Intimidation	Martial Artist	Sharpshooter	Explosive Expert	Voice Mimic	Escape Artist
3	Criminal Network	Police Contact	Forensic Eye	Street Informant	Safe Cracker	Knife Fighter
4	Pain Immunity	Photographic Memory	Quick Draw	Lie Detector	Torture Techniques	Silent Movement
5	Chemical Knowledge	Trap Setter	Crowd Manipulator	Fear Projector	Evidence Planter	Wound Ignorer
6	Radio Operator	Hypnotist	Acrobat	Demolitions	Master Tracker	Combat Surgeon

Frailties

	1	2	3	4	5	6
1	Guilty Conscience	Obsessive	Wanted by Police	Haunted Past	Double Identity	Trust Issues

	1	2	3	4	5	6
2	Violent Temper	Substance Dependent	Physical Scar	Moral Rigidity	Paranoid	Social Outcast
3	Blackmailed	Family Hostage	Memory Gaps	Chronic Pain	Marked for Death	Code of Honor
4	Unstable Mind	Corrupt Contact	Old Enemy	Addiction	Nightmares	Reckless
5	Secret Exposed	Loved One Target	Authority Figure	Debt Owed	Mercy Weakness	Identity Crisis
6	Physical Disability	Emotional Trauma	Legal Troubles	Religious Conflict	Age Catching Up	Betrayed Before

Gear

	1	2	3	4	5	6
1	Twin .45s	Smoke Bombs	Grappling Hook	Trench Knife	Truth Serum	Gas Mask
2	Armored Coat	Lock Picks	Throwing Knives	Disguise Kit	Radio Set	First Aid Kit
3	Rope & Harness	Brass Knuckles	Chloroform	Camera	Binoculars	Crowbar

	1	2	3	4	5	6
4	Skeleton Keys	Flash Powder	Silenced Pistol	Cal-trops	Wire-tap Device	Emergency Cash
5	Poison Capsules	Bullet-proof Vest	Signal Flares	Glass Cutter	Finger-print Kit	Medical Supplies
6	Tear Gas	Steel-Toed Boots	Pocket Watch	Hip Flask	Handcuffs	Backup Weapon

Names

Female Names

	1	2	3	4	5	6
1	Diana	Victoria	Margaret	Eleanor	Catherine	Vivian
2	Helen	Dorothy	Frances	Ruth	Alice	Rose
3	Marie	Florence	Edith	Grace	Anna	Clara
4	Martha	Louise	Lillian	Gladys	Irene	Pearl
5	Ethel	Hazel	Mildred	Gertrude	Stella	Eva
6	Beatrice	Josephine	Agnes	Ruby	Mabel	Viola

Male Names

	1	2	3	4	5	6
1	Richard	Charles	William	Thomas	Robert	Edward
2	Frank	Arthur	Henry	George	Walter	Harold

	1	2	3	4	5	6
3	Albert	Samuel	Louis	David	Frederick	Ernest
4	Ralph	Joseph	Edgar	Raymond	Howard	Victor
5	Lawrence	Leonard	Vincent	Theodore	Kenneth	Eugene
6	Clarence	Bernard	Jerome	Maurice	Chester	Harvey

Surnames

	1	2	3	4	5	6
1	Blackwood	Ashford	Sterling	Hartwell	Grimm	Kane
2	Steele	Cross	Stone	Sharp	Dark	Grey
3	Hunter	Walker	Knight	Bishop	Judge	King
4	Shadow	Raven	Crow	Wolf	Fox	Hawk
5	Winters	Storm	Rivers	Hill	Vale	West
6	Blake	Reed	Ward	Bell	Cole	Price

Nicknames

	1	2	3	4	5	6
1	The Shadow	Spider	Phantom	Wraith	Ghost	Specter
2	Reaper	Judge	Executioner	Avenger	Hunter	Stalker
3	Nightmare	Terror	Fear	Dread	Doom	Death

	1	2	3	4	5	6
4	Razor	Blade	Steel	Iron	Stone	Bullet
5	Whisper	Silence	Echo	Voice	Truth	Justice
6	Mask	Cloak	Hood	Cape	Shroud	Veil

Rules

Loner: Pulp Heroes is a minimalist Solo Role Playing Game designed to be played with only one character (the Protagonist). You'll guide them through the story that will unravel during the game, asking closed questions to an Oracle which will help you overturn your expectations.

Every now and then you will be surprised with an unexpected twist!

Keep The Action In Motion

A game in *Loner: Pulp Heroes* is a succession of scenes. A scene is a unit of time in which a certain action takes place in pursuit of a certain short-term goal.

In *Loner: Pulp Heroes* at each scene:

1. **Identify what you expect from the scene.** Compared to traits, goal, and motivation determine the Protagonist's action. What might be the reaction of the game world?
2. **Test your expectations.** When you are uncertain (or overconfident) about the reaction to your actions, ask the Oracle a closed question (answer is Yes or No), considering the tags involved to determine if there is an Advantage or Disadvantage.
3. **Interpret the result.** Is the Oracle's answer in line with your expectations? If not, in the context in which the

scene takes place, how should an answer that subverts them be considered?

This sequence will come to you naturally after some practice. Use it as a guideline the first few times.

Consulting the Oracle

When you need to test your expectations you'll ask the Oracle a closed question.

You'll need 2d6 in one color (**Chance Dice**), and 2d6 in another (**Risk Dice**).

To resolve a closed question, roll one **Chance Die** and one **Risk Die**:

- If the Chance Die is highest, the answer is **Yes**.
- If the Risk Die is highest, the answer is **No**.
- If both are low (3 or less), add a **but...**
- If both are high (4 or more), add an **and...**
- If both are equal, the answer is **Yes, but...** Add a point to the **Twist Counter**.

Dice Value	Chance Die > Risk Die	Risk Die > Chance Die
Both <= 3	Yes, but...	No, but...
Both >= 4	Yes, and...	No, and...
Mismatched	Yes	No
Equal	Yes, but... Add 1 to the Twist Counter	

Advantage and Disadvantage

If circumstances or positive tags grant an advantage, add a **Chance Die** to the roll. Otherwise, when hindrances or neg-

ative tag cause a disadvantage, add a **Risk Die**. In both cases keep only the higher die of the added type when you check the roll.

Consider tags **intuitively and not quantitatively**, using the context of the situation at play. It is important to keep the flow of play fast and not accounting for advantages and disadvantages numerically!

Twist Counter

The Twist Counter is a measure of the rising tension in the narrative. At the beginning is set to 0. Every time a double throw (dice are equal) happens, add 1 to the Counter. If the Counter is below three, consider the answer as “**Yes, but...**”. Otherwise a **Twist** happens and resets the Counter.

Roll 2d6 and consult the following Twist Table to determine what kind of twist happens.

D6	Subject	Action
1	A third party	Appears
2	The hero	Alters the location
3	An encounter	Helps the hero
4	A physical event	Hinders the hero
5	An emotional event	Changes the goal
6	An object	Ends the scene

Interpret the two-word sentence in the context of the current scene. Twists will keep the plot and events going in unexpected ways.

Pulp Hero Mechanics

These specialized mechanics capture the unique aspects of pulp heroism that standard Loner rules don’t address.

They integrate with the Oracle system and expand your character's capabilities in thematically appropriate ways.

Secret Identity

Your hero lives two lives: the public face and the shadow that hunts in darkness. This duality is both your greatest strength and most dangerous weakness.

Identity States:

- **Civilian Identity:** Your public persona - businessman, reporter, socialite, etc.
- **Hero Identity:** Your masked vigilante persona - The Shadow, Night Hunter, etc.

Switching Identities:

- Takes one full scene to complete the transformation
- Requires a secure location (hideout, private office, abandoned warehouse, etc.)
- If forced to switch in public or under pressure, ask the Oracle: "Do I maintain my secret?" with disadvantage

Mechanical Effects:

While in Civilian Identity:

- **Advantage** on social interactions, information gathering, accessing restricted areas through legitimate means
- **Disadvantage** on intimidation, combat, and obviously heroic actions
- Cannot use signature weapons or equipment without risking exposure
- Gain the "Vulnerable" condition if your civilian identity is threatened

While in Hero Identity:

- **Advantage** on intimidation, investigation, and combat

- **Disadvantage** on social interactions requiring trust or authority
- Can use all gear and abilities freely
- Automatically inspire fear in common criminals

Identity Exposure: If your secret identity is discovered or compromised:

- Gain “Exposed” condition - disadvantage on all Oracle questions involving secrecy or anonymity
- Gain “Hunted” condition - enemies actively seek you in both identities
- Enemies may target your civilian connections as leverage
- Must spend a full adventure establishing a new civilian identity or neutralizing the threat to remove conditions

Example Situations:

- *Civilian:* Walking into a police station to gather information, attending a society function, conducting business
- *Hero:* Confronting criminals, investigating crime scenes, engaging in rooftop chases

Terror and Intimidation

Pulp heroes weaponize fear as effectively as guns or fists. Your reputation becomes a tool that precedes you into every dark alley and criminal hideout.

Fear Hierarchy: Different enemies respond to intimidation differently based on their experience and organization:

Street Thugs & Petty Criminals:

- Automatic **advantage** on intimidation
- May flee rather than fight when first encountered
- Often surrender after taking any damage in combat

Corrupt Officials:

- **Advantage** on intimidation if you have evidence of their crimes

- **Disadvantage** if they have legal protection or backup

Organized Crime:

- Normal rolls - they've heard of you and come prepared
- **Advantage** only if you've previously defeated their associates
- **Disadvantage** if they have specific countermeasures

Occult Enemies & Masterminds:

- Often immune to mundane intimidation
- May have **advantage** against you if they've studied your methods
- Require special approaches or evidence of supernatural power

Building Reputation: Track your growing legend with reputation tags:

- After defeating significant enemies, gain reputation tags like "Dock District Terror" or "Mob Nightmare"
- Reputation tags grant **advantage** on intimidation in related situations
- But also alert enemies to prepare countermeasures

Intimidation Methods: Roll on Oracle with appropriate advantages/disadvantages, then describe how you leverage fear:

Physical Presence: Looming from shadows, revealing weapons, demonstrating strength *Psychological:* Revealing knowledge of their crimes, threatening loved ones, prophecies of doom *Reputation:* "I am the shadow that claimed Tommy the Knife" - letting your legend do the work *Environmental:* Using setting elements - cornering on rooftop, trapping in abandoned building

Backfire Conditions: If intimidation fails dramatically (No, and...):

- Target becomes defiant rather than afraid
- May call for backup or raise alarms
- Could expose your location or methods
- Reputation may suffer if witnessed

The Code

Your moral code defines the line between hero and vigilante, between justice and vengeance. It grants power but demands sacrifice.

Establishing Your Code: Choose 2-3 core principles that define your hero's moral boundaries:

Common Codes:

- “Never kill” - Always find non-lethal solutions
- “Protect the innocent” - Civilians come before personal goals
- “Truth above all” - Never lie, always expose corruption
- “No guns” - Rely on fists, martial arts, and non-firearm weapons
- “The law matters” - Work within legal boundaries when possible
- “No collateral damage” - Precise strikes only, minimize property destruction
- “Trust earned” - Never break a promise or betray an ally
- “Justice for all” - Rich and poor deserve equal protection

Following Your Code: When acting in accordance with your code:

- Gain **advantage** on related Oracle questions
- Automatically succeed on certain actions that align with core principles

- NPCs with similar moral standards are more likely to trust and aid you
- Remove negative conditions related to guilt or moral compromise when making significant sacrifices to uphold the code

Breaking Your Code: When you violate your moral principles:

- Gain “Guilt” condition (disadvantage on all social interactions and moral judgment calls)
- Cannot gain code-related advantages until amends are made
- May gain additional negative conditions based on the severity of the violation

Making Amends: To remove “Guilt” and restore code benefits, you must:

- Confess the violation (to confidant, diary, or religious figure)
- Perform a redemptive act related to the violation
- Accept consequences of your actions
- Ask Oracle: “Have I truly made amends?” Success removes the condition

Code Conflicts: When your principles conflict with pragmatic solutions:

- Ask Oracle: “Can I find an alternative that honors my code?”
- If “No” - must choose between effectiveness and morality
- Breaking code in service of greater principle may reduce penalty
- Repeated conflicts may force you to redefine your code

Example Codes in Play:

- “*Never kill*” during rooftop fight: Must find non-lethal take-down (advantage on creative solutions)

- *“Protect innocents” when criminals take hostages:* Automatically prioritize hostage safety over capturing villain
- *Breaking “no guns” to save child:* Lose 1 Luck, gain “Guilt,” but gain advantage on rescue attempt

Investigation Chains

Pulp mysteries unfold through carefully connected clues that build toward dramatic revelations. This system helps you track and develop investigative storylines.

Creating Leads: When you successfully investigate (Oracle answers “Yes” or “Yes, and...”):

- Gain a **Lead** tag describing what you discovered
- Example leads: “Warehouse Meeting Tonight,” “Judge Morrison’s Gambling Debts,” “Ancient Symbol Connection”

Lead Categories: *Physical Evidence:* Fingerprints, weapons, documents, photographs *Witness Information:* Testimonies, overheard conversations, behavioral observations *Location Intelligence:* Meeting places, hideouts, crime scenes, suspicious buildings *Connection Patterns:* Financial links, shared associates, timing correlations *Motive Insights:* Personal grudges, political aims, occult purposes

Building the Chain:

- Connect related leads with arrows or lines on paper
- When you have 3+ connected leads about the same subject, gain **advantage** on major revelation attempts
- Each lead can connect to multiple others, creating a web of information

Using Lead Chains: *Minor Revelation (2-3 connected leads):*

- Identify immediate threat or next target
- Understand criminal method or pattern
- Locate important person or place

Major Revelation (4+ connected leads):

- Expose the mastermind's identity
- Understand the complete criminal conspiracy
- Predict where the climactic confrontation will occur

False Leads: When investigation fails (Oracle says “No”):

- May gain a **False Lead** tag
- False leads grant **disadvantage** when pursuing related investigations
- Can be corrected by later successful investigation or by discovering contradictory evidence

Investigation Techniques: Different approaches yield different types of leads:

Crime Scene Analysis: Physical evidence, victim connections, method signatures *Witness Interviews:* Personal information, overheard conversations, suspicious behavior *Records Research:* Financial trails, legal documents, historical patterns *Surveillance:* Movement patterns, meeting locations, associate identification *Undercover Work:* Internal information, criminal plans, organization structure

Breakthrough Moments: When you have enough leads to attempt a major revelation:

- Ask Oracle: “Do I understand the true scope of this conspiracy?”
- **Advantage** if you have 4+ connected leads
- **Disadvantage** if you have false leads in the chain
- Success reveals key information and advances the plot significantly

Example Investigation Chain:

1. *Crime scene:* “Victim had expensive watch” (Lead: Luxury Lifestyle)

2. *Financial records*: “Judge’s salary couldn’t afford watch” (Lead: Hidden Income Source)
3. *Witness interview*: “Saw judge at illegal casino” (Lead: Gambling Connection)
4. *Surveillance*: “Casino owned by Torrino family” (Lead: Mob Ties)
5. *Major revelation attempt with advantage*: “Judge Morrison is fixing cases to pay gambling debts to the Torrino crime family”

Resources and Equipment

Pulp heroes rely on more than just fists and determination. Managing your resources adds strategic depth to your adventures.

Resource Categories:

Cash Reserves:

- Track as condition: “Well-Funded,” “Comfortable,” “Struggling,” “Broke”
- Affects ability to purchase equipment, bribe informants, maintain hideouts
- Wealthy civilian identities provide steady income
- Can be gained through rewards or lost through expenses

Contacts Network:

- Each named contact is a character with their own traits
- Reliable contacts provide information or services
- Can be cultivated through successful social interactions
- May be lost if you endanger them or abuse their trust

Hideouts and Safe Houses:

- Primary hideout: Fully equipped base of operations
- Secondary hideouts: Emergency locations with basic supplies

- Can be discovered and compromised by enemies
- Each hideout has specific capabilities (laboratory, armory, surveillance center)

Signature Equipment: Beyond the standard gear list, pulp heroes often have unique items:

- **Experimental weapons** created by allied scientists
- **Advanced vehicles** modified for pursuit and escape
- **Communication devices** for coordinating with allies
- **Forensic equipment** for crime scene analysis

Resource Management: Resources can be gained, lost, or temporarily unavailable:

Gaining Resources:

- Successfully completing adventures
- Cultivating relationships with wealthy allies
- Discovering hidden assets during investigations
- Rewards from grateful citizens or organizations

Losing Resources:

- Enemies discovering and destroying hideouts
- Contacts being killed, corrupted, or intimidated
- Equipment damaged or confiscated during conflicts
- Civilian identity suffering financial losses

Emergency Protocols: When your primary resources are compromised:

- Activate backup plans and secondary locations
- Call in favors from remaining contacts
- Use emergency caches of supplies and money
- Temporary disadvantage until resources are restored

Vehicles and Chases

High-speed pursuits through city streets are a pulp hero staple. These rules add excitement and tactical options to your adventures.

Vehicle Types: *Automobiles:* Fast and maneuverable, good for urban chases *Motorcycles:* Excellent acceleration, can navigate narrow spaces *Aircraft:* Autogyros, small planes for aerial surveillance and pursuit *Boats:* Harbor and river operations, smuggler interception *Public Transport:* Streetcars, buses, subways for blending in

Chase Mechanics: Chases are extended conflicts using the Oracle system:

1. **Establish the Scene:** What's the terrain? Weather conditions? Traffic density?
2. **Define Objectives:** Are you pursuing, escaping, or racing to a destination?
3. **Ask Oracle Questions:** "Do I gain ground on the target?" "Do I avoid the roadblock?"
4. **Apply Vehicle Advantages/Disadvantages:** Consider speed, maneuverability, condition

Chase Complications: When Oracle results include "but..." or "and..." complications:

- *Traffic obstacles:* Pedestrians, other vehicles, construction
- *Environmental hazards:* Wet streets, fog, narrow bridges
- *Mechanical problems:* Tire blowouts, engine trouble, fuel shortage
- *Law enforcement:* Police joining the pursuit
- *Terrain changes:* Moving from streets to docks to rooftops

Dramatic Maneuvers: Pulp heroes attempt impossible stunts during chases:

- **Leaping between vehicles** while in motion
- **Using the environment** - ramps, shortcuts, creative routes
- **Disabling pursuit vehicles** without killing the occupants
- **Impossible escapes** through seemingly blocked passages

Vehicle Combat: When weapons are used during chases:

- Firing while driving: **Disadvantage** on attack rolls
- Ramming and sideswiping: Damage to both vehicles
- Targeting specific parts: Tires, engine, driver
- Environmental weapons: Leading enemies into obstacles

Dramatic Escapes

Pulp heroes routinely escape from certain death through cleverness, preparation, and dramatic timing.

Death Trap Situations: Classic pulp scenarios where heroes face seemingly impossible odds:

- Tied up in a room filling with water/gas/fire
- Strapped to elaborate execution devices
- Buried alive or trapped in collapsing buildings
- Suspended over acid pits or dangerous machinery
- Locked in with deadly animals or unstable explosives

Escape Mechanics:

1. **Assess the Situation:** What resources do you have? What's the time limit?
2. **Look for Weaknesses:** Ask Oracle: "Is there a flaw in this trap?"
3. **Use Available Tools:** Hidden lockpicks, concealed weapons, environmental elements
4. **Make Your Attempt:** Oracle question with advantages/disadvantages based on preparation

Preparation Bonuses: Heroes who think ahead gain advantages:

- **Hidden Tools:** Lockpicks in shoe heels, razor blades in coat seams
 - **Emergency Plans:** Pre-arranged signals, backup allies
 - **Environmental Knowledge:** Understanding building layouts, structural weaknesses
 - **Psychological Insight:** Predicting villain behavior patterns
- Last-Second Timing:** Dramatic escapes often depend on perfect timing:
- **Cavalry Arrives:** Allied forces appear at the crucial moment
 - **Environmental Changes:** Train schedules, tide changes, scheduled explosions
 - **Villain Mistakes:** Monologuing too long, mechanical failures
 - **Chain Reactions:** One escape triggers multiple advantages
- Failed Escape Attempts:** When escape attempts fail:
- **Partial Success:** Escape immediate death but remain trapped
 - **Temporary Setback:** Must try a different approach
 - **Increased Danger:** Trap becomes more complex or time runs shorter
 - **Captured Again:** Face interrogation or transportation to new location
- Signature Escape Methods:** Develop recurring themes for your hero's escapes:
- **The Technician:** Uses mechanical knowledge to disable traps
 - **The Acrobat:** Physically impressive feats of agility and strength

- **The Psychologist:** Manipulates captors into making mistakes
- **The Prepared:** Always has the right tool for the situation

Conflicts

A *Conflict* is any situation in which opponents clash, attacking, defending, or wearing each other down in order to win. This applies both in a practical and metaphorical sense.

So, a Conflict is not only limited to combat (or fighting) in the strict sense but also to competitive situations (such as contests, duels, verbal confrontations, etc.) in which two or more characters (including vehicles, of course!) compete.

Conflicts can be resolved in different ways depending on preferences and context:

1. Ask a single closed question. The Oracle's answer determines the outcome of the conflict.
2. Ask a series of closed questions to resolve current single actions.
3. Use the rules of Harm & Luck below.

Note that the Twist Counter **does not apply** to Harm & Luck. Instead, it is used regularly if the Conflict is handled with closed questions.

If the conflict is resolved by applying damage to the Luck trait, roll the dice to determine whether the protagonist causes damage to the opponent or suffers damage due to counterattack or failed defense. The rolls are player facing only.

The damage reduces the Luck of the target, whether protagonist or NPC. When the Luck runs out, the character has lost the conflict.

The final outcome depends on the context. Do you get caught? Are you seriously injured? You may even die if that fits the narrative.

An- swer	Do you get what you want?	Harm
Yes, and...	You get what you want, and something else.	Cause 3
Yes...	You get what you want.	Cause 2
Yes, but...	You get what you want, but at a cost.	Cause 1
No, but...	You don't get what you want, but it's not a total loss.	Take 1
No...	You don't get what you were after.	Take 2
No, and...	You don't get what you want, and things get worse.	Take 3

Determine the mood of the next scene

At the end of the current scene sometimes you will be clear about the direction to take, other times you may need to determine the general mood of the next one. In this case roll 1d6 and consult the following table:

D6	Next Scene
1-3	Dramatic scene
4-5	Quiet Scene
6	Meanwhile...

- A **dramatic scene** does not break the tension of the previous scene but carries it further forward, introducing further obstacles or difficulties.
- During a **quiet scene** there is time to take a breath, to heal, to make plans for the next steps and to deepen relationships.
- A **meanwhile scene** takes place somewhere else, other than where the hero is. It cuts to villains or other plot-important characters.

Open-Ended Question or Get Inspired

To answer an Open-Ended question, roll 1d6 once on each of the Inspiration Tables (roll at least a verb and a noun, adjectives are optional).

When the story ends

At the end of the adventure you may add another trait to the character. It is better that this is related to how the story just ended and can be either a Skill, Gear, a new Frailty, or even a new Nemesis! You can also modify an existing trait to better represent an enhanced expertise.

Also update the list of **NPCs**, **Locations**, and **Events** that may show up again in future adventures.

Creatures & Foes

11. Criminal Mastermind

- **Concept:** Brilliant Schemer
- **Skills:** Master Manipulator, Criminal Network
- **Frailty:** Overconfident
- **Gear:** Hidden Weapons, Loyal Bodyguards
- **Goal:** Control the city

- **Motive:** Power and wealth
- **Nemesis:** The hero who keeps interfering

12. Corrupt Police Commissioner

- **Concept:** Bought Authority
- **Skills:** Political Connections, Evidence Tampering
- **Frailty:** Blackmail Vulnerability
- **Gear:** Police Resources, Planted Evidence
- **Goal:** Maintain position
- **Motive:** Greed and self-preservation
- **Nemesis:** Honest cops

13. Cult High Priest

- **Concept:** Occult Fanatic
- **Skills:** Ritual Magic, Mind Control
- **Frailty:** Religious Obsession
- **Gear:** Ancient Tome, Sacrificial Knife
- **Goal:** Summon dark entity
- **Motive:** Divine power
- **Nemesis:** Those who deny the truth

14. Mad Scientist

- **Concept:** Deranged Genius
- **Skills:** Chemical Expertise, Surgical Precision
- **Frailty:** Unstable Mind
- **Gear:** Experimental Serum, Laboratory
- **Goal:** Perfect human evolution
- **Motive:** Scientific advancement
- **Nemesis:** Ethical limitations

15. Crime Boss Enforcer

- **Concept:** Professional Killer
- **Skills:** Expert Marksman, Intimidation
- **Frailty:** Loyalty Bound
- **Gear:** Tommy Gun, Bulletproof Vest
- **Goal:** Complete the contract
- **Motive:** Professional pride
- **Nemesis:** Rival hitmen

16. Crooked Judge

- **Concept:** Corrupt Magistrate
- **Skills:** Legal Manipulation, Bribery Network
- **Frailty:** Gambling Addiction
- **Gear:** Court Authority, Secret Files
- **Goal:** Accumulate wealth
- **Motive:** Lifestyle maintenance
- **Nemesis:** Honest lawyers

21. Foreign Spy

- **Concept:** International Agent
- **Skills:** Master Disguise, Sabotage
- **Frailty:** Divided Loyalty
- **Gear:** Code Book, Hidden Radio
- **Goal:** Steal military secrets
- **Motive:** National duty
- **Nemesis:** Counter-intelligence

22. Industrialist Tycoon

- **Concept:** Ruthless Businessman
- **Skills:** Financial Manipulation, Political Influence
- **Frailty:** Public Image

- **Gear:** Corporate Resources, Private Army
- **Goal:** Monopolize industries
- **Motive:** Ultimate profit
- **Nemesis:** Worker unions

23. Asylum Escapee

- **Concept:** Dangerous Lunatic
- **Skills:** Unpredictable Behavior, Pain Immunity
- **Frailty:** Medication Dependent
- **Gear:** Improvised Weapons, Straitjacket
- **Goal:** Revenge on doctors
- **Motive:** Twisted justice
- **Nemesis:** Mental health system

24. Black Market Smuggler

- **Concept:** Underground Trader
- **Skills:** Contraband Networks, Bribery
- **Frailty:** Paranoid
- **Gear:** Hidden Compartments, Armed Guards
- **Goal:** Expand territory
- **Motive:** Easy money
- **Nemesis:** Federal agents

25. Occult Assassin

- **Concept:** Mystical Killer
- **Skills:** Ritual Murder, Shadow Walking
- **Frailty:** Bound by Rules
- **Gear:** Cursed Blade, Protective Amulets
- **Goal:** Complete the prophecy
- **Motive:** Dark covenant
- **Nemesis:** Holy symbols

26. Corrupt Reporter

- **Concept:** Bought Journalist
- **Skills:** Information Gathering, Public Manipulation
- **Frailty:** Alcohol Dependent
- **Gear:** Press Credentials, Camera
- **Goal:** Protect sponsors
- **Motive:** Career survival
- **Nemesis:** Honest news

31. Gang Lieutenant

- **Concept:** Street Soldier
- **Skills:** Street Fighting, Territory Control
- **Frailty:** Hot Tempered
- **Gear:** Switchblade, Brass Knuckles
- **Goal:** Earn promotion
- **Motive:** Respect and fear
- **Nemesis:** Rival gangs

32. Deranged Inventor

- **Concept:** Mad Tinkerer
- **Skills:** Death Traps, Mechanical Genius
- **Frailty:** Perfectionist
- **Gear:** Killing Machines, Workshop
- **Goal:** Perfect murder device
- **Motive:** Intellectual challenge
- **Nemesis:** Simple solutions

33. Hypnotist Villain

- **Concept:** Master of Minds
- **Skills:** Hypnotic Control, Psychological Manipulation
- **Frailty:** Relies on Eye Contact

- **Gear:** Pocket Watch, Stage Props
- **Goal:** Control prominent citizens
- **Motive:** Ultimate authority
- **Nemesis:** Strong-willed individuals

34. Socialite Spy

- **Concept:** High Society Agent
- **Skills:** Social Infiltration, Seduction
- **Frailty:** Luxury Dependent
- **Gear:** Jewelry Weapons, Social Connections
- **Goal:** Extract secrets
- **Motive:** Thrill of deception
- **Nemesis:** Suspicious rivals

35. Rogue Detective

- **Concept:** Dirty Cop
- **Skills:** Police Procedure, Evidence Planting
- **Frailty:** Guilt Ridden
- **Gear:** Police Badge, Service Weapon
- **Goal:** Cover past crimes
- **Motive:** Self-preservation
- **Nemesis:** Internal affairs

36. Cult Assassin

- **Concept:** Religious Killer
- **Skills:** Silent Murder, Fanatical Devotion
- **Frailty:** Blind Faith
- **Gear:** Sacred Weapons, Holy Symbols
- **Goal:** Eliminate heretics
- **Motive:** Divine command
- **Nemesis:** Religious authorities

41. Political Fixer

- **Concept:** Behind-Scenes Operator
- **Skills:** Blackmail Expert, Vote Buying
- **Frailty:** Too Many Enemies
- **Gear:** Dirt Files, Cash Reserves
- **Goal:** Control elections
- **Motive:** Political power
- **Nemesis:** Reform candidates

42. Underground Fighter

- **Concept:** Brutal Pugilist
- **Skills:** Devastating Punches, Pain Endurance
- **Frailty:** Fighting Addiction
- **Gear:** Weighted Gloves, Medical Supplies
- **Goal:** Championship belt
- **Motive:** Glory and money
- **Nemesis:** Faster opponents

43. Fence and Forger

- **Concept:** Criminal Facilitator
- **Skills:** Document Forgery, Stolen Goods Network
- **Frailty:** Risk Averse
- **Gear:** Printing Equipment, Hidden Vault
- **Goal:** Stay invisible
- **Motive:** Steady profit
- **Nemesis:** Police raids

44. Corrupt Priest

- **Concept:** False Shepherd
- **Skills:** Congregation Manipulation, Confession Secrets
- **Frailty:** Crisis of Faith

- **Gear:** Church Authority, Donation Money
- **Goal:** Maintain facade
- **Motive:** Fear of exposure
- **Nemesis:** True believers

45. Experimental Subject

- **Concept:** Lab Creation
- **Skills:** Enhanced Strength, Regeneration
- **Frailty:** Unstable Condition
- **Gear:** Restraining Device, Medical Implants
- **Goal:** Escape containment
- **Motive:** Freedom from pain
- **Nemesis:** Creating scientists

46. Nightclub Owner

- **Concept:** Entertainment Mogul
- **Skills:** Social Networks, Money Laundering
- **Frailty:** Public Reputation
- **Gear:** Establishment Resources, Armed Bouncers
- **Goal:** Expand empire
- **Motive:** Wealth and influence
- **Nemesis:** Temperance movement

51. International Terrorist

- **Concept:** Political Extremist
- **Skills:** Bomb Making, Cell Networks
- **Frailty:** Ideological Tunnel Vision
- **Gear:** Explosives, Safe Houses
- **Goal:** Destabilize government
- **Motive:** Revolutionary fervor
- **Nemesis:** Federal agents

52. Crime Family Matriarch

- **Concept:** Underworld Mother
- **Skills:** Family Loyalty, Strategic Planning
- **Frailty:** Protective Instincts
- **Gear:** Family Resources, Hidden Assets
- **Goal:** Protect the bloodline
- **Motive:** Maternal duty
- **Nemesis:** Rival families

53. Occult Librarian

- **Concept:** Forbidden Knowledge Keeper
- **Skills:** Ancient Languages, Ritual Research
- **Frailty:** Obsessed with Learning
- **Gear:** Cursed Books, Protective Wards
- **Goal:** Preserve dark wisdom
- **Motive:** Academic pursuit
- **Nemesis:** Book burners

54. Radio Villain

- **Concept:** Broadcast Manipulator
- **Skills:** Mass Hypnosis, Technical Broadcasting
- **Frailty:** Equipment Dependent
- **Gear:** Radio Station, Transmission Equipment
- **Goal:** Control public opinion
- **Motive:** Social engineering
- **Nemesis:** Counter-broadcasts

55. Circus Performer

- **Concept:** Deadly Entertainer
- **Skills:** Acrobatic Combat, Animal Training
- **Frailty:** Show Must Go On

- **Gear:** Performance Weapons, Trained Animals
- **Goal:** Perfect the act
- **Motive:** Artistic expression
- **Nemesis:** Audience expectations

56. Government Agent

- **Concept:** Federal Operative
- **Skills:** Investigation, Surveillance
- **Frailty:** Bureaucratic Constraints
- **Gear:** Government Resources, Badge Authority
- **Goal:** Complete the mission
- **Motive:** National security
- **Nemesis:** Corrupt politicians

61. Opium Den Operator

- **Concept:** Vice Merchant
- **Skills:** Chemical Knowledge, Customer Control
- **Frailty:** Product Addiction
- **Gear:** Drug Supplies, Loyal Addicts
- **Goal:** Expand customer base
- **Motive:** Easy profits
- **Nemesis:** Anti-drug crusaders

62. Vigilante Rival

- **Concept:** Competing Hero
- **Skills:** Similar Methods, Different Code
- **Frailty:** Refuses Cooperation
- **Gear:** Comparable Equipment, Secret Base
- **Goal:** Clean up the city
- **Motive:** Personal vendetta
- **Nemesis:** Other vigilantes

63. Asylum Doctor

- **Concept:** Mind Breaker
- **Skills:** Psychological Torture, Medical Authority
- **Frailty:** God Complex
- **Gear:** Medical Equipment, Patient Records
- **Goal:** Perfect mind control
- **Motive:** Scientific advancement
- **Nemesis:** Patient advocates

64. Art Forger

- **Concept:** Cultural Criminal
- **Skills:** Artistic Reproduction, Authentication Fraud
- **Frailty:** Artistic Pride
- **Gear:** Art Supplies, Gallery Connections
- **Goal:** Create perfect fake
- **Motive:** Artistic challenge
- **Nemesis:** Art experts

65. Dock Worker Boss

- **Concept:** Labor Controller
- **Skills:** Union Manipulation, Cargo Theft
- **Frailty:** Worker Dependent
- **Gear:** Dock Access, Loyal Workers
- **Goal:** Control shipping
- **Motive:** Economic power
- **Nemesis:** Honest workers

66. Society Blackmailer

- **Concept:** Secret Trader
- **Skills:** Information Gathering, Social Infiltration
- **Frailty:** Vulnerable to Exposure

- **Gear:** Compromising Photos, Safe Deposit Box
- **Goal:** Accumulate secrets
- **Motive:** Power over elite
- **Nemesis:** Private investigators

Adventure Tables

Investigation & Intrigue

Information Sources

D66	Information Source
11	Police Station Records Room - Files on current and past investigations
12	Newspaper Morgue Archive - Historical articles and un-reported stories
13	City Hall Document Vault - Official records and permit applications
14	Hospital Patient Registry - Medical records revealing violent patterns
15	Bank Transaction Ledgers - Financial records showing money movement
16	Hotel Guest Registration - Identity records and suspi-cious stays
21	Immigration Office Files - Entry records and deporta-tion documentation
22	Courthouse Filing Cabinet - Legal proceedings and case outcomes
23	Prison Visitor Logs - Connection records between in-mates and outside world
24	Morgue Autopsy Reports - Death examination revealing murder details

D66**Information Source**

-
- | | |
|----|---|
| 25 | Library Card Catalogs - Reading habits revealing re-
search interests |
| 26 | Post Office Mail Records - Communication patterns be-
tween suspects |
| 31 | Telephone Company Records - Call logs showing con-
tact networks |
| 32 | Transportation Ticket Sales - Travel patterns and escape
routes |
| 33 | Employment Agency Files - Job placement records and
worker movements |
| 34 | Insurance Claim Documents - Suspicious accidents and
payout patterns |
| 35 | Real Estate Transaction Records - Property ownership
and transfer patterns |
| 36 | Utility Company Billing - Service records showing occu-
pancy and usage |
| 41 | School Enrollment Records - Educational backgrounds
and family connections |
| 42 | Military Service Files - Combat experience and disci-
pline records |
| 43 | Union Membership Rolls - Labor organization affilia-
tions and activities |
| 44 | Church Membership Lists - Religious affiliations and
community connections |
| 45 | Club Association Records - Social organization mem-
berships and activities |
| 46 | Professional License Bureau - Certification records and
disciplinary actions |
-

D66**Information Source**

-
- | | |
|----|--|
| 51 | Pawn Shop Transaction Logs - Stolen goods tracking and seller identification |
| 52 | Taxi Company Dispatch Records - Transportation patterns and passenger information |
| 53 | Delivery Service Route Logs - Package distribution and customer patterns |
| 54 | Emergency Services Call Records - Police, fire, and medical response patterns |
| 55 | Port Authority Manifest Records - Cargo and passenger shipping documentation |
| 56 | Construction Permit Applications - Building project approvals and contractor information |
| 61 | Divorce Court Proceedings - Marital dispute records and financial disclosures |
| 62 | Bankruptcy Filing Documents - Financial failure records and asset transfers |
| 63 | Adoption Agency Records - Child placement and family background information |
| 64 | Mental Health Facility Records - Patient treatment and commitment documentation |
| 65 | Cemetery Plot Purchase Records - Burial arrangements and family grief patterns |
| 66 | Private Detective Case Files - Investigative records from competing agencies |
-

Surveillance Opportunities

D66	Surveillance Location
11	Abandoned Building Rooftop - High vantage point overlooking target area
12	Parked Vehicle with Tinted Windows - Mobile observation post on street
13	Coffee Shop Window Seat - Natural cover for extended observation
14	Hotel Room Across Street - Elevated position with clear sightlines
15	Construction Site Hiding Spot - Industrial camouflage among equipment
16	Public Park Bench - Open area surveillance with escape routes
21	Telephone Pole Maintenance Position - Utility worker disguise with height advantage
22	Restaurant Kitchen Delivery Door - Back entrance monitoring with cover story
23	Fire Escape Landing - Building exterior position with multiple exit options
24	Subway Platform Observation - Underground transit monitoring point
25	Church Bell Tower - Religious building height advantage
26	Library Reading Room - Quiet interior space for long-term observation
31	Warehouse Loading Dock - Industrial area with cargo truck cover
32	Bridge Walkway Position - Elevated transportation route monitoring

D66**Surveillance Location**

-
- 33 Theater Balcony Seat - Entertainment venue with crowd cover
 - 34 Office Building Window - Professional environment with legitimate presence
 - 35 Dock Worker Position - Harbor area with shipping activity cover
 - 36 Street Vendor Cart - Mobile observation post with business disguise
 - 41 Apartment Building Stairwell - Residential interior with multiple floors
 - 42 Factory Smoke Stack Platform - Industrial height with wide area view
 - 43 Radio Tower Observation Deck - Communication facility with panoramic view
 - 44 Market Stall Booth - Commercial area with natural crowd cover
 - 45 Hospital Visitor Waiting Area - Medical facility with extended stay justification
 - 46 Train Station Platform - Transportation hub with traveler disguise
 - 51 Funeral Home Parlor - Mortuary service with grief cover story
 - 52 Gymnasium Balcony - Sports facility with recreational activity cover
 - 53 Art Gallery Corner - Cultural venue with browsing patron disguise
 - 54 Barbershop Waiting Chair - Service business with conversation opportunity
-

D66**Surveillance Location**

-
- 55 Police Station Public Area - Law enforcement facility with citizen business cover
 - 56 Courthouse Steps - Legal building with public access justification
 - 61 Prison Visitor Area - Correctional facility with family visit cover
 - 62 Bank Lobby Seating - Financial institution with transaction waiting cover
 - 63 Department Store Window Display - Retail location with shopping disguise
 - 64 Taxi Driver Seat - Mobile surveillance with passenger service cover
 - 65 Emergency Room Waiting Area - Medical facility with injured person cover
 - 66 Cemetery Monument - Burial ground with mourning visitor disguise

Breaking & Entering Targets**D66****B&E Target**

-
- 11 Corrupt Judge's Private Residence - Judicial home containing bribery evidence
 - 12 Crime Boss Office Suite - Criminal headquarters with organization records
 - 13 Police Commissioner Home - Law enforcement leader with corruption secrets
 - 14 City Hall Record Room - Municipal building with permit fraud documentation

D66**B&E Target**

-
- 15 Bank Safety Deposit Vault - Financial institution with hidden criminal assets
 - 16 Newspaper Editor Private Office - Media headquarters with suppressed story files
 - 21 District Attorney File Cabinet - Prosecution office with case fixing evidence
 - 22 Hospital Administrator Office - Medical facility with malpractice cover-up records
 - 23 Factory Owner Mansion - Industrial leader home with worker exploitation evidence
 - 24 Union Boss Headquarters - Labor organization office with corruption documentation
 - 25 Real Estate Developer Office - Property business with zoning bribery files
 - 26 Insurance Company Claims Department - Coverage business with fraud investigation records
 - 31 Organized Crime Family Home - Criminal residence with territorial operation plans
 - 32 Corrupt Politician Campaign Office - Electoral headquarters with illegal funding records
 - 33 Professional Assassin Safe House - Killer hideout with contract documentation
 - 34 Black Market Fence Warehouse - Stolen goods broker with inventory records
 - 35 Bootlegger Distribution Center - Alcohol smuggler with route and customer information
 - 36 Numbers Racket Collection Office - Illegal gambling with betting records
-

D66**B&E Target**

-
- 41 Government Contract Office - Public works with bid-rigging documentation
 - 42 Immigration Officer Private Home - Federal employee with deportation bribery evidence
 - 43 Military Supply Depot - Armed forces facility with weapons trafficking records
 - 44 Scientific Research Laboratory - Experimental facility with unethical testing documentation
 - 45 Art Gallery Private Storage - Cultural institution with stolen masterpiece evidence
 - 46 Pharmaceutical Company Executive Office - Drug business with safety cover-up files
 - 51 Transportation Company Dispatch - Shipping business with smuggling route documentation
 - 52 Construction Company Headquarters - Building business with safety violation records
 - 53 Entertainment Venue Owner Office - Recreation business with vice operation documentation
 - 54 Financial Investment Firm - Securities business with embezzlement evidence
 - 55 Legal Aid Office - Attorney practice with client betrayal documentation
 - 56 Social Services Department - Government agency with child welfare corruption files
 - 61 Private Detective Agency - Investigation business with blackmail client records
 - 62 Auction House Appraisal Room - Art business with forgery authentication documentation
-

D66	B&E Target
63	Shipping Company Manifest Office - Import business with contraband cargo records
64	Educational Institution Endowment Office - Academic facility with donation misuse files
65	Religious Organization Treasury - Spiritual institution with charity fund embezzlement records
66	International Trade Company - Commerce business with foreign espionage documentation

Document Types

D66	Document Type
11	Financial Ledger - Accounting records showing illegal money movement
12	Correspondence Files - Personal letters revealing criminal relationships
13	Contract Agreement - Legal documents outlining illegal business arrangements
14	Photograph Collection - Visual evidence of criminal activities or blackmail material
15	Meeting Minutes - Official records of conspiracy planning sessions
16	Property Deed - Real estate ownership documents with fraudulent transfers
21	Medical Records - Healthcare documentation covering up suspicious deaths
22	Employee Roster - Personnel lists revealing criminal organization structure

D66	Document Type
23	Shipping Manifest - Cargo documentation concealing smuggling operations
24	Legal Brief - Court documents showing case fixing or judicial corruption
25	Insurance Policy - Coverage documents with suspicious beneficiary changes
26	Government Permit - Official authorization obtained through bribery
31	Personal Diary - Private journal documenting criminal activities and plans
32	Bank Statement - Financial records showing suspicious deposits and withdrawals
33	Travel Itinerary - Transportation schedules for criminal operation timing
34	## Adventure Tables (Expanded)

Locations

City Districts

D66	District
11	Financial Quarter - Steel towers hiding dirty money
12	Factory District - Smokestacks and worker tenements
13	Harbor Front - Docks where anything can be smuggled
14	Theatre District - Neon lights masking darker shows
15	Government Plaza - Marble facades concealing corruption
16	Old Town - Cobblestone streets and gaslight shadows
21	Mansion Row - Where the powerful live behind gates

D66**District**

- 22 Chinatown - Narrow alleys and ancient traditions
- 23 Little Italy - Family loyalties and old vendettas
- 24 University Quarter - Young minds and radical ideas
- 25 Rail Yards - Freight trains and hobo camps
- 26 Cemetery District - Where secrets are buried deep
- 31 Slums - Desperate people in crumbling buildings
- 32 Market District - Commerce and black market deals
- 33 Red Light District - Vice hidden behind velvet curtains
- 34 Industrial Zone - Factories working around the clock
- 35 Residential Heights - Middle class trying to stay clean
- 36 Warehouse Quarter - Storage for legitimate and illegal goods
- 41 Financial Ruins - Buildings abandoned since the crash
- 42 Artists' Quarter - Bohemians and revolutionary thinkers
- 43 Medical District - Hospitals and questionable experiments
- 44 Transport Hub - Buses, trolleys, and human trafficking
- 45 Park District - Green spaces hiding dangerous meetings
- 46 Immigrant Quarter - New arrivals seeking the American dream
- 51 Banking Row - Vaults holding more than just money
- 52 Newspaper District - Where truth goes to die
- 53 Church Quarter - Faith corrupted by worldly concerns
- 54 Shopping District - Boutiques funded by crime money
- 55 Sports District - Stadiums where bets are fixed

D66	District
56	Hillside Estates - Mansions with panoramic views of the city's sins
61	Underground District - Tunnels and forgotten spaces
62	Airfield Area - Where mysterious cargo arrives by night
63	Bridge District - Connecting points where deals are made
64	Power Plant Area - Where the city's energy comes from
65	Abandoned Quarter - Buildings left empty after economic collapse
66	Restricted Zone - Military or government areas off-limits to civilians

Street Types

D66	Street Type
11	Main Boulevard - Wide avenue with heavy traffic
12	Back Alley - Narrow passage between buildings
13	Dead End Street - No exit, perfect for cornering prey
14	Underground Tunnel - Subway or sewer access
15	Elevated Walkway - Bridge or platform above street level
16	Cobblestone Lane - Old-fashioned street with poor lighting
21	Industrial Road - Truck route between factories
22	Residential Street - Lined with apartment buildings
23	Commercial Strip - Shops and businesses side by side
24	Waterfront Boardwalk - Wooden planks over water

D66**Street Type**

25	Railroad Crossing - Tracks intersecting with road
26	Construction Zone - Torn up street with equipment
31	Park Path - Winding route through green space
32	Steep Hill - Challenging terrain for vehicles
33	Bridge Span - Crossing over water or other streets
34	Rooftop Route - Jumping between building tops
35	Service Alley - Where deliveries and trash collection happen
36	Trolley Line - Street with electric car tracks
41	Market Street - Crowded with vendors and shoppers
42	Mansion Drive - Private road through wealthy area
43	Factory Row - Lined with industrial buildings
44	Pier Extension - Wooden platform jutting into water
45	Stairway Street - Steep steps instead of regular road
46	Utility Corridor - Service road for power and water lines
51	Cemetery Path - Gravel road through burial grounds
52	Abandoned Street - No longer maintained or patrolled
53	One-Way Passage - Traffic flows in single direction
54	Circular Drive - Road that loops back on itself
55	Covered Walkway - Street with roof or awning overhead
56	Emergency Route - Road used by police and fire vehicles
61	Secret Passage - Hidden route known only to few

D66	Street Type
62	Drainage Canal - Concrete waterway through urban area
63	Loading Dock - Where trucks pick up and deliver goods
64	Fire Escape Route - External stairway on building side
65	Underground Mall - Subterranean shopping and meeting area
66	Restricted Access - Road blocked to general public

Buildings - Civilian

D66	Building
11	Apartment Complex - Multiple families, thin walls
12	Corner Grocery - Small market with gossiping owner
13	Diner - 24-hour coffee and late-night conversations
14	Barbershop - Where men gather to discuss neighborhood news
15	Laundromat - Steam and secrets mix in the wash
16	Pharmacy - Pills and potions for various ailments
21	Movie Theater - Escape from reality in darkened rooms
22	Hotel - Temporary lodging with permanent problems
23	Office Building - Multi-story professional spaces
24	Department Store - Multiple floors of consumer goods
25	Restaurant - Fine dining with not-so-fine clientele
26	Gas Station - Fuel and information for travelers
31	Public Library - Books and quiet corners for meetings
32	Post Office - Communication hub and federal presence

D66**Building**

- 33 Bank Branch - Local finance and safety deposit boxes
- 34 Tailor Shop - Custom clothing and costume alterations
- 35 Shoe Repair - Cobbler who sees everyone's comings and goings
- 36 Flower Shop - Beautiful blooms hiding ugly transactions
- 41 Boarding House - Cheap rooms for transient residents
- 42 Newsstand - Information hub and rumor mill
- 43 Pawn Shop - Where stolen goods find new owners
- 44 Photography Studio - Portraits and possibly blackmail material
- 45 Music Store - Instruments and soundproof practice rooms
- 46 Bakery - Early morning activity and overhear conversations
- 51 Insurance Office - Policies on buildings that burn down suspiciously
- 52 Travel Agency - Tickets for those who need to disappear quickly
- 53 Jewelry Store - Valuable items and security systems
- 54 Bookstore - Rare volumes and intellectual meetings
- 55 Art Gallery - Expensive pieces and wealthy patrons
- 56 Funeral Home - Final arrangements and family secrets
- 61 Dance Studio - Lessons and after-hours activities
- 62 Print Shop - Where documents can be forged
- 63 Radio Repair - Electronic expertise and eavesdropping equipment

D66 **Building**

- 64 Antique Shop - Old items with mysterious histories
- 65 Tea House - Quiet conversations over imported leaves
- 66 Boarding School - Young minds being shaped by unknown influences

Buildings - Criminal

D66 **Building**

- 11 Hidden Speakeasy - Behind unmarked door, password required
- 12 Underground Casino - Basement gambling with high stakes
- 13 Numbers Runner Office - Illegal lottery operations
- 14 Loan Shark Headquarters - Where debts are collected violently
- 15 Fence Operation - Where stolen goods are bought and sold
- 16 Drug Den - Opium, cocaine, and other illegal substances
- 21 Bootlegger Warehouse - Alcohol storage and distribution
- 22 Prostitution House - Vice disguised as boarding house
- 23 Fight Club - Illegal boxing with betting
- 24 Counterfeit Workshop - Fake money and document production
- 25 Gang Hideout - Meeting place for criminal organization
- 26 Black Market Clinic - Medical treatment, no questions asked

D66**Building**

- 31 Arms Dealer Shop - Weapons disguised as legitimate business
- 32 Chop Shop - Where stolen cars are dismantled
- 33 Smuggler's Den - Import/export of illegal goods
- 34 Bookie Joint - Where sporting bets are placed illegally
- 35 Protection Racket Office - "Insurance" against trouble
- 36 Kidnapper's Hideout - Where victims are held
- 41 Murder Inc. Headquarters - Professional assassination services
- 42 Extortion Center - Where blackmail schemes are coordinated
- 43 Illegal Distillery - Homemade alcohol production
- 44 Human Trafficking Hub - Modern slavery operations
- 45 Corrupt Union Hall - Labor organization turned criminal
- 46 Underground Fight Arena - Gladiatorial combat for entertainment
- 51 Safe House - Temporary refuge for criminals on the run
- 52 Money Laundering Front - Clean business hiding dirty cash
- 53 Assassination Planning Room - Where hits are organized
- 54 Criminal Court - Mob justice dispensed outside the law
- 55 Torture Chamber - Information extraction facility
- 56 Body Disposal Site - Where evidence disappears permanently
- 61 Criminal Training Ground - Where thugs learn their trade

D66**Building**

- 62 Surveillance Center - Illegal monitoring and intelligence gathering
- 63 Forgery Workshop - False documents and identity papers
- 64 Hijacker's Base - Where stolen cargo is processed
- 65 Arsonist's Laboratory - Fire-starting materials and planning
- 66 Criminal Mastermind's Lair - Hidden headquarters of major villain

Buildings - Official**D66****Building**

- 11 Police Station - Law enforcement and holding cells
- 12 City Hall - Municipal government and public records
- 13 Courthouse - Justice dispensed with varying degrees of honesty
- 14 Federal Building - FBI and other government agencies
- 15 Post Office - Mail service and federal investigations
- 16 Fire Station - Emergency response and community service
- 21 Prison - Where criminals serve time or plan escapes
- 22 Military Base - Armed forces and classified operations
- 23 Government Office - Bureaucracy and public services
- 24 Tax Office - Revenue collection and financial investigations
- 25 Customs House - Import inspection and smuggling prevention

D66**Building**

- 26 Public Works - Infrastructure maintenance and city planning
- 31 District Attorney Office - Prosecution and legal proceedings
- 32 Public Defender Office - Legal aid for those who can't afford lawyers
- 33 Coroner's Office - Death investigations and autopsies
- 34 Registry Office - Birth certificates, marriage licenses, and vital records
- 35 Housing Authority - Public housing and urban development
- 36 Health Department - Disease control and medical oversight
- 41 Immigration Office - Processing new arrivals and deportations
- 42 Election Commission - Voting oversight and ballot counting
- 43 Public Library - Government documents and civic information
- 44 Municipal Court - Minor offenses and traffic violations
- 45 Planning Commission - Zoning decisions and development permits
- 46 Water Department - Utility management and infrastructure
- 51 Transit Authority - Public transportation oversight
- 52 Parks Department - Recreation facilities and green space management

D66**Building**

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- | | |
|----|---|
| 53 | Building Inspector Office - Construction compliance and safety codes |
| 54 | License Bureau - Permits and professional certifications |
| 55 | Public Safety Department - Emergency coordination and disaster response |
| 56 | City Auditor Office - Financial oversight and accountability |
| 61 | Zoning Board - Land use decisions and urban planning |
| 62 | Public Health Laboratory - Disease testing and medical research |
| 63 | Emergency Services Dispatch - 911 coordination center |
| 64 | Municipal Archives - Historical records and document storage |
| 65 | Public Utilities Commission - Utility regulation and rate setting |
| 66 | Government Intelligence Office - Surveillance and counterintelligence |

Buildings - Industrial**D66****Building**

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|----|--|
| 11 | Steel Mill - Heavy industry and dangerous machinery |
| 12 | Textile Factory - Fabric production and sweatshop conditions |
| 13 | Auto Assembly Plant - Car manufacturing and union activity |
| 14 | Chemical Plant - Industrial chemicals and toxic waste |
| 15 | Food Processing Plant - Canning and meat packing |
| 16 | Power Plant - Electricity generation and infrastructure |
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D66**Building**

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|----|---|
| 21 | Warehouse Complex - Storage and distribution center |
| 22 | Oil Refinery - Petroleum processing and environmental hazards |
| 23 | Shipyard - Vessel construction and maritime industry |
| 24 | Aircraft Factory - Airplane manufacturing and defense contracts |
| 25 | Munitions Plant - Weapons manufacturing and explosives |
| 26 | Pharmaceutical Factory - Drug production and medical supplies |
| 31 | Paper Mill - Publishing materials and deforestation |
| 32 | Cement Plant - Construction materials and heavy dust |
| 33 | Brewery - Legal alcohol production and distribution |
| 34 | Tobacco Factory - Cigarette manufacturing and processing |
| 35 | Machine Shop - Tool production and metalworking |
| 36 | Electronics Factory - Radio and communication equipment |
| 41 | Construction Site - New building under development |
| 42 | Mining Operation - Resource extraction and dangerous work |
| 43 | Lumber Mill - Wood processing and furniture manufacturing |
| 44 | Glass Factory - Window and bottle production |
| 45 | Rubber Plant - Tire manufacturing and synthetic materials |
| 46 | Cold Storage - Refrigerated warehouse for perishables |
| 51 | Scrap Yard - Metal recycling and salvage operations |
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D66	Building
52	Train Repair Shop - Locomotive maintenance and parts
53	Foundry - Metal casting and industrial manufacturing
54	Printing Press - Newspaper and book production
55	Research Laboratory - Industrial experiments and development
56	Testing Facility - Quality control and safety evaluation
61	Fuel Depot - Gasoline storage and distribution
62	Loading Dock - Cargo transfer and shipping coordination
63	Assembly Line - Mass production and worker efficiency
64	Quality Control Center - Product inspection and standards
65	Industrial Kitchen - Large-scale food preparation
66	Experimental Workshop - Prototype development and innovation

Atmospheric Details

D66	Atmosphere
11	Thick fog rolling off the harbor, muffling sounds
12	Rain-slicked streets reflecting neon signs
13	Steam rising from manholes and industrial vents
14	Cigarette smoke creating hazy clouds indoors
15	Flickering streetlights casting dancing shadows
16	Snow falling silently on empty midnight streets
21	Blazing heat from factory furnaces warming the night
22	Cold wind whistling through steel and concrete

D66**Atmosphere**

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|----|--|
| 23 | Acrid smell of chemicals and burning coal |
| 24 | Distant jazz music drifting from hidden clubs |
| 25 | Police sirens wailing across the urban landscape |
| 26 | Church bells tolling mournfully over the city |
| 31 | Gasoline and motor oil scents from busy streets |
| 32 | Fresh bread aroma mixing with garbage and decay |
| 33 | Perfume and gin lingering in expensive establishments |
| 34 | Gunpowder residue hanging in the air after violence |
| 35 | Musty odors of old books and forgotten corners |
| 36 | Salty sea breeze carrying messages from distant shores |
| 41 | Broken glass crunching underfoot on sidewalks |
| 42 | Footsteps echoing in empty hallways and stairwells |
| 43 | Typewriter keys clicking urgently in newsrooms |
| 44 | Radio static crackling with distant voices |
| 45 | Machinery humming and grinding in factory districts |
| 46 | Telephone ringing persistently in abandoned offices |
| 51 | Bright searchlight beams cutting through darkness |
| 52 | Candlelight flickering in basement speakeasies |
| 53 | Harsh fluorescent lighting in government buildings |
| 54 | Golden sunset casting long shadows across rooftops |
| 55 | Lightning illuminating crime scenes in stark detail |
| 56 | Moonlight creating silver pathways on water surfaces |
| 61 | Crowded spaces with bodies pressed close together |

D66	Atmosphere
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|----|--|
| 62 | Empty buildings echoing with ghosts of past activities |
| 63 | Luxurious settings hiding desperate poverty underneath |
| 64 | Spartan environments revealing hidden wealth |
| 65 | Chaotic scenes of violence and destruction |
| 66 | Unnaturally quiet moments before explosive action |

People

Civilian NPCs

D66	Civilian
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|----|---|
| 11 | Factory Worker - Honest laborer struggling to feed family |
| 12 | Shop Owner - Small business trying to survive tough times |
| 13 | Secretary - Office worker who overhears important conversations |
| 14 | Taxi Driver - Night shift operator who sees everything |
| 15 | Janitor - Invisible cleaner with access to private spaces |
| 16 | Nurse - Medical professional treating suspicious injuries |
| 21 | Teacher - Educator concerned about students' home situations |
| 22 | Librarian - Keeper of information and quiet observer |
| 23 | Waitress - Restaurant server who remembers every customer |
| 24 | Elevator Operator - Silent witness to building comings and goings |
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D66**Civilian**

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- 25 Street Vendor - Corner merchant with neighborhood connections
- 26 Housewife - Domestic manager aware of family secrets
- 31 Mechanic - Auto repair expert who works on suspicious vehicles
- 32 Mailman - Postal worker who notices unusual correspondence
- 33 Bank Teller - Financial worker processing questionable transactions
- 34 Hotel Clerk - Hospitality worker registering mysterious guests
- 35 Photographer - Artist capturing images others want hidden
- 36 Musician - Performer working in establishments with criminal ties
- 41 Seamstress - Clothing worker mending garments with bullet holes
- 42 Barber - Grooming professional who hears neighborhood gossip
- 43 Delivery Boy - Young courier carrying packages without asking questions
- 44 Boarding House Manager - Landlord renting to desperate tenants
- 45 Market Vendor - Food seller observing daily neighborhood rhythms
- 46 Theater Usher - Entertainment worker witnessing clandestine meetings
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D66**Civilian**

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- 51 Telephone Operator - Communications worker over-hearing private calls
- 52 Shoe Shine Boy - Street worker positioned to observe foot traffic
- 53 Florist - Flower arranger delivering to funerals and celebrations
- 54 Ice Delivery Man - Service worker entering homes when residents are away
- 55 Newspaper Boy - Young vendor hearing adult conversations
- 56 Church Organist - Religious musician aware of confession secrets
- 61 Night Watchman - Security guard protecting buildings with valuable contents
- 62 Streetcar Conductor - Transit worker familiar with passenger patterns
- 63 Pharmacy Assistant - Medical aide dispensing questionable prescriptions
- 64 Radio Technician - Electronics expert monitoring unusual frequencies
- 65 Gravedigger - Cemetery worker burying more than just natural deaths
- 66 Social Worker - Government employee investigating family problems
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Authority Figures

D66	Authority Figure
11	Police Beat Cop - Street-level law enforcement with flexible morals
12	Police Detective - Investigator balancing justice and survival
13	Police Commissioner - Top cop making deals with dangerous people
14	FBI Agent - Federal investigator with national perspective
15	District Attorney - Prosecutor choosing which cases to pursue
16	Superior Court Judge - Magistrate dispensing purchased justice
21	Municipal Judge - Local official handling minor cases and major bribes
22	City Mayor - Political leader balancing public image and private interests
23	City Councilman - Local politician trading votes for personal gain
24	Fire Chief - Emergency services leader aware of suspicious blazes
25	Building Inspector - Safety official overlooking dangerous violations
26	Health Inspector - Public safety enforcer with selective vision
31	Tax Collector - Revenue officer discovering unreported income sources
32	Customs Officer - Border agent controlling international smuggling

D66**Authority Figure**

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- | | |
|----|---|
| 33 | Harbor Master - Port authority managing legitimate and illicit cargo |
| 34 | Public Works Director - Infrastructure manager overseeing construction corruption |
| 35 | School Principal - Educational leader protecting institutional reputation |
| 36 | Hospital Administrator - Medical facility manager hiding malpractice |
| 41 | Prison Warden - Correctional facility head managing escape attempts |
| 42 | Parole Officer - Criminal rehabilitation supervisor with parolee connections |
| 43 | Public Defender - Court-appointed lawyer with overwhelming caseloads |
| 44 | Court Clerk - Legal system administrator processing sensitive documents |
| 45 | Zoning Board Chairman - Development overseer approving questionable projects |
| 46 | Election Supervisor - Voting official ensuring desired outcomes |
| 51 | Military Officer - Armed forces leader involved in civilian affairs |
| 52 | Veterans Administrator - Former soldier advocate managing benefits fraud |
| 53 | Immigration Officer - Border control agent processing suspicious entries |
| 54 | Postal Inspector - Mail service investigator tracking criminal correspondence |
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D66**Authority Figure**

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|----|--|
| 55 | Treasury Agent - Federal financial investigator following money trails |
| 56 | Prohibition Agent - Alcohol enforcement officer during and after dry years |
| 61 | Public Housing Director - Government housing manager controlling tenant access |
| 62 | Transit Authority Chief - Transportation official managing route corruption |
| 63 | Parks Commissioner - Recreation facility manager hiding criminal activities |
| 64 | Water Department Head - Utility manager controlling essential services |
| 65 | License Bureau Chief - Permit official selling approvals to highest bidders |
| 66 | Emergency Services Coordinator - Disaster response leader with suspicious timing |

Criminal Types**D66****Criminal**

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|----|--|
| 11 | Street Thug - Low-level muscle for hire |
| 12 | Pickpocket - Skilled finger artist working crowds |
| 13 | Burglar - Breaking and entering specialist |
| 14 | Con Artist - Smooth talker running elaborate scams |
| 15 | Numbers Runner - Illegal lottery collection agent |
| 16 | Bootlegger - Alcohol smuggler and distributor |
| 21 | Gang Lieutenant - Mid-level organizer with territory |
| 22 | Professional Hitman - Assassin for hire with no conscience |

D66**Criminal**

- 23 Safecracker - Vault-opening expert with steady hands
- 24 Smuggler - Import/export specialist for illegal goods
- 25 Fence - Stolen goods broker with extensive network
- 26 Drug Dealer - Narcotics distributor with deadly product
- 31 Loan Shark - Money lender with violent collection methods
- 32 Protection Racket Boss - Insurance salesman with criminal twist
- 33 Kidnapper - Abduction specialist holding victims for ransom
- 34 Arsonist - Fire starter for insurance money and intimidation
- 35 Forger - Document falsification artist with artistic skills
- 36 Human Trafficker - People smuggler treating humans as cargo
- 41 Crime Family Boss - Organized crime leader with political connections
- 42 Corrupt Union Leader - Labor organizer using workers for criminal purposes
- 43 Black Market Doctor - Medical professional treating criminals without questions
- 44 Bent Lawyer - Legal counsel helping clients break the law
- 45 Crooked Accountant - Financial expert hiding illegal money
- 46 Dirty Banker - Financial institution officer laundering criminal profits

D66**Criminal**

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- 51 Gambling House Owner - Vice establishment operator taking percentage
- 52 Brothel Madam - Prostitution manager protecting girls and profits
- 53 Cult Leader - Religious manipulator using faith for criminal purposes
- 54 Mad Scientist - Researcher conducting illegal experiments
- 55 International Spy - Foreign agent stealing national secrets
- 56 Corporate Criminal - Business executive using company for illegal activities
- 61 Political Fixer - Behind-scenes operator selling government access
- 62 Jury Tamperer - Court system corruptor influencing legal outcomes
- 63 Evidence Destroyer - Crime scene cleaner eliminating proof
- 64 Witness Intimidator - Testimony suppressor using fear tactics
- 65 Information Broker - Intelligence seller trading secrets for money
- 66 Criminal Mastermind - Master planner orchestrating elaborate schemes
-

Professional NPCs

D66	Professional
11	Family Doctor - Physician treating everyone from babies to bullet wounds
12	Newspaper Editor - Information gatekeeper deciding what gets published
13	Radio Station Manager - Broadcasting executive controlling public messages
14	Bank President - Financial institution leader managing institutional money
15	Factory Foreman - Industrial supervisor managing worker productivity
16	Hotel Manager - Hospitality executive discretely serving diverse clientele
21	Theater Owner - Entertainment venue proprietor hosting diverse events
22	Restaurant Chef - Culinary professional serving everyone from saints to sinners
23	Department Store Manager - Retail executive moving legitimate and questionable merchandise
24	Insurance Investigator - Claims examiner determining payout legitimacy
25	Private Detective - Independent investigator taking cases police won't touch
26	Funeral Director - Death industry professional arranging final arrangements
31	Real Estate Agent - Property broker facilitating legitimate and suspicious transactions
32	Stockbroker - Investment advisor managing money from various sources

D66**Professional**

- 33 Advertising Executive - Marketing professional crafting public persuasion campaigns
- 34 Art Dealer - Cultural broker authentication expensive pieces
- 35 Jewelry Appraiser - Valuable goods expert examining suspicious acquisitions
- 36 Antique Dealer - Historical items merchant with mysterious inventory sources
- 41 Architect - Building designer creating structures for various purposes
- 42 Engineer - Technical professional working on infrastructure projects
- 43 Chemist - Laboratory scientist developing products for multiple applications
- 44 Photographer - Image documentation expert capturing moments others want hidden
- 45 Translator - Language specialist facilitating international communications
- 46 Librarian - Information professional managing access to knowledge
- 51 Veterinarian - Animal doctor treating injuries that might not be animal-related
- 52 Dentist - Oral health professional providing discreet medical services
- 53 Pharmacist - Medication expert dispensing prescriptions without excessive questions
- 54 Optometrist - Vision specialist helping people see clearly or remain unrecognized

D66**Professional**

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- 55 Psychiatrist - Mental health professional treating trauma from various sources
 - 56 Social Worker - Community service professional investigating family situations
 - 61 Employment Agency Director - Job placement specialist matching workers with opportunities
 - 62 Trade Union Organizer - Labor representative protecting worker interests
 - 63 Church Minister - Religious leader providing spiritual guidance and sanctuary
 - 64 School Superintendent - Educational administrator managing institutional operations
 - 65 Hospital Surgeon - Medical specialist treating emergency cases
 - 66 University Professor - Academic professional researching specialized subjects

NPC Motivations**D66****Motivation**

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- 11 Survival - Just trying to make it through each day
 - 12 Family Protection - Keeping loved ones safe from harm
 - 13 Financial Security - Escaping poverty through any means necessary
 - 14 Personal Revenge - Settling an old score that still burns
 - 15 Professional Ambition - Climbing the ladder regardless of consequences
 - 16 Addiction Feeding - Serving a habit that controls their life
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D66**Motivation**

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- 21 Blackmail Compliance - Forced cooperation due to compromising secrets
 - 22 Debt Repayment - Working off money owed to dangerous creditors
 - 23 Information Trading - Selling knowledge for personal advantage
 - 24 Territory Protection - Defending turf from rival encroachment
 - 25 Loyalty Honor - Serving organization or person above self-interest
 - 26 Fear Avoidance - Staying alive by avoiding dangerous attention
 - 31 Power Acquisition - Gaining influence and control over others
 - 32 Reputation Building - Establishing respect through feared reputation
 - 33 Past Redemption - Making amends for previous terrible mistakes
 - 34 Justice Seeking - Pursuing fairness when legal system fails
 - 35 Truth Discovery - Uncovering hidden facts regardless of danger
 - 36 Community Service - Helping neighborhood despite personal risk
 - 41 Religious Devotion - Serving higher spiritual purpose
 - 42 Ideological Commitment - Fighting for political or social beliefs
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D66**Motivation**

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- 43 Love Protection - Safeguarding romantic partner from threats
 - 44 Child Welfare - Ensuring next generation has better opportunities
 - 45 Professional Pride - Maintaining standards despite corrupt environment
 - 46 Personal Freedom - Escaping control or oppression
 - 51 Curiosity Satisfaction - Learning secrets just to know them
 - 52 Thrill Seeking - Pursuing excitement through dangerous activities
 - 53 Status Maintenance - Preserving social position and respectability
 - 54 Legacy Creation - Building something lasting for future generations
 - 55 Guilt Atonement - Making up for past failures or betrayals
 - 56 Honor Defense - Protecting personal or family reputation
 - 61 Greed Fulfillment - Accumulating wealth beyond reasonable need
 - 62 Control Exercise - Dominating others for psychological satisfaction
 - 63 Competition Winning - Defeating rivals through superior strategy
 - 64 Security Establishment - Creating safe space in dangerous world
-

D66**Motivation**

- 65 Knowledge Preservation - Protecting important information from destruction
- 66 Chaos Creation - Destroying existing order for personal or philosophical reasons

NPC Relationships**D66****Relationship**

- 11 Blood Relatives - Family members sharing genetic bonds and secrets
- 12 Marriage Partners - Spouses navigating legal and emotional commitments
- 13 Business Associates - Professional partners sharing financial interests
- 14 Criminal Accomplices - Partners in illegal activities
- 15 Childhood Friends - Long-term personal relationships with shared history
- 16 Romantic Lovers - Intimate partners outside marriage bounds
- 21 Mentor-Student - Teaching relationships with knowledge transfer
- 22 Employer-Employee - Work hierarchies with power dynamics
- 23 Landlord-Tenant - Property relationships with financial obligations
- 24 Creditor-Debtor - Financial relationships with payment pressures
- 25 Blackmailer-Victim - Coercive relationships based on secret knowledge

D66**Relationship**

- 26 Informant-Handler - Intelligence relationships with information exchange
- 31 Doctor-Patient - Medical relationships with confidential knowledge
- 32 Lawyer-Client - Legal relationships with privileged communication
- 33 Priest-Confessor - Religious relationships with spiritual secrets
- 34 Neighbor Relations - Geographic proximity creating social obligations
- 35 Club Members - Organizational relationships with shared interests
- 36 Political Allies - Ideological relationships with mutual support
- 41 Rival Competitors - Antagonistic relationships with conflicting goals
- 42 Former Partners - Dissolved relationships with lingering connections
- 43 Protective Guardian - Caretaking relationships with responsibility dynamics
- 44 Dependent Ward - Support relationships with vulnerability factors
- 45 Witness-Observer - Informational relationships based on seen events
- 46 Victim-Perpetrator - Harm relationships with unresolved trauma
- 51 Secret Lovers - Hidden romantic relationships requiring discretion

D66**Relationship**

- 52 Adopted Family - Chosen relationships stronger than blood bonds
- 53 War Veterans - Military service relationships with shared combat experience
- 54 Addiction Partners - Substance relationships enabling mutual destruction
- 55 Conspiracy Members - Secret organization relationships with hidden agendas
- 56 Revenge Seekers - Retribution relationships motivated by past wrongs
- 61 Protection Racket - Criminal relationships with enforced payment
- 62 Double Agents - Betrayal relationships with divided loyalties
- 63 Hostage Situations - Coercion relationships with captive dynamics
- 64 Arranged Marriages - Forced relationships serving family or political purposes
- 65 Gambling Partners - Vice relationships with shared financial risks
- 66 Unacknowledged Relations - Hidden family connections with secret parentage

NPC Current Activities**D66****Current Activity**

- 11 Planning Robbery - Organizing theft of valuable target
- 12 Hiding Evidence - Concealing proof of criminal activity

D66**Current Activity**

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- | | |
|----|--|
| 13 | Meeting Informant - Exchanging information for money or favors |
| 14 | Fleeing Town - Preparing hasty departure from dangerous situation |
| 15 | Paying Debts - Settling financial obligations to avoid violence |
| 16 | Seeking Revenge - Pursuing retribution against past enemy |
| 21 | Covering Tracks - Eliminating traces of previous activities |
| 22 | Recruiting Allies - Building network for upcoming operation |
| 23 | Surveilling Target - Gathering intelligence on future victim |
| 24 | Negotiating Deal - Arranging terms for illegal transaction |
| 25 | Laundering Money - Converting illegal profits into legitimate assets |
| 26 | Establishing Alibi - Creating false evidence of innocence |
| 31 | Seeking Protection - Looking for safety from dangerous threats |
| 32 | Trading Information - Selling secrets for personal advantage |
| 33 | Destroying Documents - Eliminating written evidence of crimes |
| 34 | Intimidating Witness - Silencing potential testimony through fear |
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D66**Current Activity**

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- 35 Smuggling Goods - Moving illegal items across borders or territories
 - 36 Bribing Official - Purchasing government cooperation or blindness
 - 41 Planning Escape - Preparing emergency exit from current situation
 - 42 Gathering Blackmail - Collecting compromising information on targets
 - 43 Recruiting Criminals - Hiring muscle or specialists for operations
 - 44 Celebrating Victory - Enjoying success of recent criminal enterprise
 - 45 Mourning Loss - Grieving death or betrayal of close associate
 - 46 Preparing Disguise - Creating false identity for covert operations
 - 51 Staking Territory - Claiming new area for criminal operations
 - 52 Settling Disputes - Resolving conflicts between criminal factions
 - 53 Training Subordinates - Teaching skills needed for illegal activities
 - 54 Counting Profits - Calculating earnings from recent criminal ventures
 - 55 Seeking Medical Care - Getting treatment for injuries from violence
 - 56 Planning Betrayal - Preparing to double-cross current associates
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D66**Current Activity**

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- | | |
|----|--|
| 61 | Establishing Front - Creating legitimate business to hide illegal activities |
| 62 | Mapping Routes - Planning transportation for smuggling operations |
| 63 | Testing Loyalty - Determining trustworthiness of organization members |
| 64 | Expanding Operations - Growing criminal enterprise into new areas |
| 65 | Eliminating Competition - Removing rival criminal organizations |
| 66 | Preparing Final Score - Planning retirement heist or ultimate criminal achievement |

Situations & Events**Street Encounters****D66****Street Encounter**

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|----|---|
| 11 | Pickpocket attempting to steal from well-dressed victim |
| 12 | Street vendor selling suspicious goods from hidden compartments |
| 13 | Homeless veteran begging while observing criminal activity |
| 14 | Police officer taking envelope from known criminal |
| 15 | Taxi driver arguing with passenger about unpaid fare |
| 16 | Newspaper boy shouting headlines about recent murder |
| 21 | Prostitute fleeing from violent customer or pimp |
| 22 | Drug dealer conducting business in plain sight |
-

D66**Street Encounter**

- 23 Gang members marking territory with graffiti or violence
- 24 Bootlegger's truck being chased by federal agents
- 25 Fire department responding to suspicious warehouse blaze
- 26 Ambulance racing to scene of apparent gang shooting
- 31 Street preacher warning about moral corruption
- 32 Political candidate giving impromptu campaign speech
- 33 Labor organizer distributing leaflets to factory workers
- 34 Wealthy socialite slumming in poor neighborhood
- 35 Foreign immigrant asking for directions in broken English
- 36 Child running away from abusive home situation
- 41 Professional assassin stalking target through crowd
- 42 Undercover detective following suspected criminal
- 43 Corrupt building inspector taking bribes from contractor
- 44 Numbers runner collecting bets from neighborhood residents
- 45 Loan shark's enforcer collecting overdue payment
- 46 Fence examining stolen goods in back-alley transaction
- 51 Kidnapper's lookout watching for police interference
- 52 Arsonist casing building for future fire-setting
- 53 Con artist running three-card monte game on tourists
- 54 Smuggler's contact waiting for illegal cargo delivery
- 55 Blackmailer meeting victim to collect payment

D66**Street Encounter**

- 56 Hit-and-run driver fleeing scene of vehicular crime
- 61 Witness to murder trying to decide whether to report
- 62 Corrupt judge accepting bribes in parked car
- 63 Criminal mastermind surveying territory for expansion
- 64 Police informant being threatened by former associates
- 65 Escaped convict hiding in crowd while avoiding capture
- 66 Vigilante hero pursuing criminal through busy streets

Ongoing Events**D66****Ongoing Event**

- 11 Major Factory Strike - Workers demanding better conditions and pay
- 12 Mayoral Election Campaign - Candidates making promises they can't keep
- 13 Police Commissioner Scandal - Corruption investigation making headlines
- 14 Harbor Workers' Slowdown - Cargo backing up while negotiations continue
- 15 Federal Prohibition Raid - Government crackdown on illegal alcohol trade
- 16 Construction of New Skyscraper - Development bringing change and conflict
- 21 Newspaper Circulation War - Competing papers using any means necessary
- 22 Religious Revival Movement - Charismatic preacher gathering large following

D66**Ongoing Event**

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- 23 Immigration Deportation Drive - Government targeting foreign-born residents
 - 24 Banking Crisis Aftermath - Financial institutions failing and recovering
 - 25 Public Health Epidemic - Disease outbreak testing city infrastructure
 - 26 Veterans' Benefit Protest - Former soldiers demanding promised compensation
 - 31 Organized Crime Territorial War - Families fighting for neighborhood control
 - 32 Labor Union Corruption Trial - Leadership accused of criminal activities
 - 33 Real Estate Development Boom - Land speculation driving up prices
 - 34 Anti-Vice Crusade Campaign - Moral reformers targeting entertainment districts
 - 35 Federal Tax Investigation - IRS auditing prominent business leaders
 - 36 Public Works Infrastructure Failure - Utilities breaking down citywide
 - 41 International Spy Ring Exposure - Foreign agents discovered operating locally
 - 42 Corporate Merger Battle - Business titans fighting for market dominance
 - 43 Political Assassination Attempt - Violence targeting government officials
 - 44 Criminal Justice System Reform - Calls for changes in police and courts
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D66**Ongoing Event**

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- 45 Economic Recovery Initiative - Government programs addressing unemployment
 - 46 Cultural Censorship Controversy - Artistic expression versus moral standards
 - 51 Transportation System Expansion - New routes creating opportunities and problems
 - 52 Educational System Crisis - Schools struggling with funding and quality
 - 53 Military Preparation Campaign - Armed forces readying for potential conflict
 - 54 Scientific Research Breakthrough - New discoveries with unknown implications
 - 55 Environmental Disaster Response - Industrial accident affecting public health
 - 56 Social Welfare Program Implementation - Government assistance creating new bureaucracy
 - 61 Criminal Investigation Task Force - Multi-agency effort targeting organized crime
 - 62 International Trade Dispute - Foreign relations affecting local business
 - 63 Technology Innovation Race - Companies competing to develop new products
 - 64 Agricultural Crisis Impact - Rural problems affecting urban food supply
 - 65 Legal System Backlog Crisis - Courts overwhelmed with pending cases
 - 66 Population Migration Wave - New residents changing neighborhood demographics
-

Criminal Activities in Progress

D66	Criminal Activity
11	Bank Robbery Planning - Crew preparing for vault heist
12	Numbers Racket Collection - Illegal lottery money gathering
13	Bootlegging Operation Delivery - Alcohol smuggling truck route
14	Protection Racket Extortion - Business owners forced to pay
15	Drug Manufacturing Setup - Narcotics production in hidden facility
16	Human Trafficking Transport - Victims being moved against their will
21	Art Theft in Progress - Valuable paintings being stolen from gallery
22	Government Document Heist - Classified papers being copied or stolen
23	Kidnapping for Ransom - Wealthy victim being held for payment
24	Witness Intimidation Campaign - Testimony suppression through threats
25	Evidence Tampering Operation - Crime scene manipulation in progress
26	Money Laundering Transaction - Illegal profits being converted to clean cash
31	Arms Smuggling Shipment - Weapons being moved to criminal buyers
32	Bribery Exchange Meeting - Official corruption payment being made

D66**Criminal Activity**

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- 33 Contract Assassination Attempt - Professional killer stalking target
 - 34 Gambling House Raid Preparation - Police planning to shut down illegal gaming
 - 35 Counterfeiting Workshop Operation - Fake money or documents being produced
 - 36 Arson Attack Preparation - Building being prepared for deliberate fire
 - 41 Police Evidence Theft - Corrupt cops stealing proof of crimes
 - 42 Jury Tampering Effort - Court case outcome being illegally influenced
 - 43 Smuggling Ring Coordination - International goods movement organization
 - 44 Blackmail Material Collection - Compromising information being gathered
 - 45 Safe House Network Establishment - Hiding places being prepared for criminals
 - 46 Criminal Territory Expansion - Gang moving into rival neighborhood
 - 51 Government Contract Fraud - Public works project being manipulated for profit
 - 52 Identity Theft Operation - False papers being created for multiple people
 - 53 Stolen Goods Fencing Network - Hot merchandise distribution system
 - 54 Labor Union Infiltration - Criminal organization taking over legitimate group
-

D66**Criminal Activity**

- 55 Corporate Espionage Mission - Business secrets being stolen from competitors
- 56 Political Campaign Sabotage - Election interference through illegal means
- 61 Medical Malpractice Cover-up - Healthcare crimes being hidden from authorities
- 62 Real Estate Fraud Scheme - Property ownership being illegally manipulated
- 63 Tax Evasion Network - Systematic avoidance of government revenue collection
- 64 Immigration Document Forgery - False citizenship papers being produced
- 65 Criminal Justice Corruption - Legal system being manipulated for criminal benefit
- 66 International Conspiracy Coordination - Multi-national criminal organization meeting

Political Developments**D66****Political Development**

- 11 Mayor Announces Anti-Crime Initiative - New policies targeting organized crime
- 12 City Council Budget Hearings - Public money allocation debates
- 13 Police Commissioner Appointment - New law enforcement leadership selection
- 14 Federal Investigation Launched - Government agents examining local corruption

D66**Political Development**

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- 15 Judicial Reform Proposal - Changes to court system procedures
 - 16 Immigration Policy Changes - New rules affecting foreign-born residents
 - 21 Labor Relations Mediation - Government intervention in worker disputes
 - 22 Public Works Project Approval - Infrastructure development with potential corruption
 - 23 Tax Policy Adjustment - Revenue collection changes affecting businesses
 - 24 Electoral District Redistricting - Voting boundaries being redrawn
 - 25 Government Contract Bidding - Public spending opportunities for private companies
 - 26 Regulatory Enforcement Changes - Rule interpretation affecting business operations
 - 31 International Trade Agreement - Foreign commerce deals affecting local economy
 - 32 Public Health Policy Implementation - Government response to medical issues
 - 33 Educational Funding Debate - School system resource allocation discussions
 - 34 Military Base Expansion Proposal - Armed forces facility development plans
 - 35 Environmental Protection Measures - Conservation policies affecting industry
 - 36 Social Welfare Program Expansion - Government assistance program changes
-

D66**Political Development**

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- 41 Criminal Justice Reform Initiative - Legal system improvement proposals
 - 42 Public Safety Enhancement Plan - Security measures for citizen protection
 - 43 Economic Development Incentives - Business attraction and retention policies
 - 44 Transportation Infrastructure Upgrade - Travel system improvement projects
 - 45 Housing Development Regulation - Residential construction oversight changes
 - 46 Cultural Arts Funding Decision - Government support for creative community
 - 51 Veterans Affairs Policy Revision - Former military service member benefit changes
 - 52 Agricultural Support Program - Rural community assistance initiative
 - 53 Technology Regulation Proposal - New invention oversight and control measures
 - 54 International Relations Summit - Foreign diplomacy meeting with local impact
 - 55 Public Information Access Debate - Transparency versus security considerations
 - 56 Emergency Preparedness Planning - Disaster response capability development
 - 61 Civil Rights Protection Enforcement - Minority population safety measures
 - 62 Political Party Convention Planning - Electoral organization major gathering
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D66**Political Development**

- 63 Government Transparency Initiative - Public access to official information
- 64 Public Employee Union Negotiations - Government worker contract discussions
- 65 Campaign Finance Reform Debate - Political funding regulation proposals
- 66 Constitutional Amendment Consideration - Fundamental law change discussion

Social Events**D66****Social Event**

- 11 High Society Charity Gala - Wealthy elite gathering for public cause
- 12 Political Campaign Fundraiser - Candidate supporter money collection event
- 13 Business Association Dinner - Professional networking with hidden agendas
- 14 Cultural Arts Exhibition Opening - Gallery show attracting diverse crowds
- 15 Religious Congregation Revival - Spiritual gathering with charismatic leadership
- 16 Labor Union Solidarity Rally - Worker organization demonstration
- 21 Neighborhood Block Party - Community celebration with local politics
- 22 Professional Club Meeting - Exclusive organization gathering

D66**Social Event**

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- 23 University Academic Conference - Educational institution knowledge sharing
 - 24 Hospital Fundraising Benefit - Medical facility financial support event
 - 25 Theatre Season Opening - Entertainment venue debut performance
 - 26 Sports Championship Celebration - Athletic achievement recognition party
 - 31 Wedding Reception - Family joining celebration with community connections
 - 32 Funeral Service - Community mourning with hidden tensions
 - 33 Birthday Milestone Party - Personal celebration with social implications
 - 34 Anniversary Commemoration - Relationship or institution recognition event
 - 35 Graduation Ceremony - Educational achievement recognition
 - 36 Retirement Farewell - Career conclusion celebration with industry implications
 - 41 Holiday Community Festival - Seasonal celebration bringing diverse groups together
 - 42 Ethnic Cultural Celebration - Immigrant community tradition sharing
 - 43 Veterans Reunion Gathering - Former military service member social event
 - 44 Professional Awards Ceremony - Industry recognition with networking opportunities
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D66**Social Event**

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- 45 Literary Society Book Discussion - Intellectual gathering with political undertones
 - 46 Musical Performance Concert - Entertainment event with diverse audience
 - 51 Fashion Show Presentation - Style exhibition attracting wealthy patrons
 - 52 Culinary Competition Event - Cooking contest with restaurant industry connections
 - 53 Auction House Estate Sale - Valuable item bidding with questionable provenance
 - 54 Garden Club Exhibition - Horticultural display with social networking
 - 55 Photography Exhibition Opening - Visual art presentation with documentation implications
 - 56 Dance Competition Tournament - Entertainment contest with gambling opportunities
 - 61 Antique Collectors Convention - Historical item enthusiast gathering
 - 62 Automobile Show Exhibition - Vehicle display with technology and status implications
 - 63 Real Estate Investment Seminar - Property development networking event
 - 64 Scientific Research Symposium - Academic knowledge sharing with practical applications
 - 65 Public Speaking Contest - Oratory competition with political networking
 - 66 Secret Society Initiation - Exclusive organization membership ceremony
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Industrial Accidents

D66	Industrial Accident
11	Factory Machinery Explosion - Equipment failure causing casualties
12	Chemical Plant Toxic Leak - Dangerous substance release threatening community
13	Steel Mill Furnace Collapse - High-temperature equipment failure
14	Warehouse Fire Outbreak - Storage facility blaze destroying evidence
15	Construction Site Cave-in - Building project structural failure
16	Power Plant Electrical Failure - Energy facility malfunction causing blackouts
21	Oil Refinery Pipeline Rupture - Petroleum system break causing environmental damage
22	Textile Factory Worker Injury - Industrial equipment harming employee
23	Mining Operation Tunnel Collapse - Underground extraction site failure
24	Railroad Yard Derailment - Train accident affecting cargo and personnel
25	Shipyard Crane Malfunction - Heavy equipment failure during vessel construction
26	Automobile Plant Assembly Line Halt - Production stoppage due to equipment failure
31	Paper Mill Chemical Spill - Manufacturing process accident contaminating area
32	Cement Factory Dust Explosion - Fine particle ignition causing blast

D66**Industrial Accident**

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- 33 Food Processing Plant Contamination - Product safety violation affecting public health
 - 34 Pharmaceutical Laboratory Accident - Drug development facility incident
 - 35 Glass Factory Furnace Overload - High-temperature equipment exceeding safety limits
 - 36 Rubber Plant Equipment Fire - Manufacturing facility blaze
 - 41 Brewery Fermentation Tank Rupture - Alcohol production equipment failure
 - 42 Tobacco Factory Air Quality Crisis - Workplace environment hazard
 - 43 Electronics Assembly Electrical Short - Production line power surge
 - 44 Machine Shop Tool Accident - Precision equipment causing worker injury
 - 45 Lumber Mill Saw Blade Failure - Wood processing equipment malfunction
 - 46 Cold Storage Refrigeration Breakdown - Temperature control system failure
 - 51 Scrap Yard Crane Collapse - Heavy equipment failure in salvage operation
 - 52 Train Repair Shop Fire - Locomotive maintenance facility blaze
 - 53 Foundry Metal Spill - Molten material containment failure
 - 54 Printing Press Ink Contamination - Publishing equipment chemical accident
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D66	Industrial Accident
55	Research Laboratory Equipment Explosion - Scientific facility experimental accident
56	Testing Facility Structural Failure - Quality control building collapse
61	Fuel Depot Tank Rupture - Gasoline storage facility leak
62	Loading Dock Equipment Failure - Cargo handling accident
63	Assembly Line Conveyor Malfunction - Production system mechanical failure
64	Quality Control Center Fire - Inspection facility blaze destroying records
65	Industrial Kitchen Pressure Cooker Explosion - Food service equipment failure
66	Experimental Workshop Chemical Reaction - Research facility uncontrolled experiment

Inspiration Tables

Verbs

Verbs	1	2	3	4	5	6
1	Stalks	Hunts	Tracks	Fol-lows	Pur-sues	Cor-ners
2	Be-trays	De-ceives	Lies	Tricks	Cons	Fools
3	Threat-ens	Intimi-dates	Men-aces	Terri-fies	Scares	Haunts
4	In-vesti-gates	Searches	Ex-plores	Exam-ines	Stud-ies	Probes

Verbs	1	2	3	4	5	6
5	Es- capes	Flees	Runs	Hides	Van- ishes	Disap- pears
6	Con- fronts	Chal- lenges	Ac- cuses	Ex- poses	Re- veals	Un- masks

Adjectives

Adjec- tives	1	2	3	4	5	6
1	Dark	Shadow	Hid- den	Secret	Myste- rious	Occult
2	Cor- rupt	Dirty	Rot- ten	Crooked	Evil	Wicked
3	Deadly	Lethal	Fatal	Dan- ger- ous	Harm- ful	Toxic
4	False	Fake	Forged	Coun- terfeit	Phony	De- ceiv- ing
5	An- cient	Old	For- gotten	Lost	Buried	Sealed
6	Bloody	Vio- lent	Brutal	Sav- age	Ruth- less	Merci- less

Nouns

Nouns	1	2	3	4	5	6
1	Evi- dence	Wit- ness	Clue	Trail	Lead	Proof
2	Con- tract	Deal	Agree- ment	Bar- gain	Pact	Treaty

Nouns	1	2	3	4	5	6
3	Weapon	Gun	Knife	Poison	Bomb	Trap
4	Document	Letter	File	Report	Record	Message
5	Identity	Face	Name	Past	Secret	Truth
6	Revenge	Justice	Judgment	Punishment	Retribution	Vengeance

Appendix: Inspirational Media

Books

- The Shadow series by Walter B. Gibson
- The Spider series by Norvell W. Page
- The Avenger series by Kenneth Robeson
- Doc Savage series by Kenneth Robeson (Lester Dent)
- The Phantom Detective series by various authors
- Black Mask Magazine stories
- Dashiell Hammett's Continental Op stories
- Raymond Chandler's Philip Marlowe novels

Films

- The Shadow (1994)
- The Phantom (1996)
- The Rocketeer (1991)
- Dick Tracy (1990)
- The Spirit (2008)
- Sky Captain and the World of Tomorrow (2004)
- The Maltese Falcon (1941)

- Double Indemnity (1944)

TV Series

- The Shadow radio show (1937-1954)
- Batman: The Animated Series (1992-1995)
- The Untouchables (1959-1963)
- Boardwalk Empire (2010-2014)

Comics

- The Shadow comic series
- The Spider comic adaptations
- Batman: Year One by Frank Miller
- The Spirit by Will Eisner
- Sandman Mystery Theatre by Matt Wagner
- Criminal by Ed Brubaker and Sean Phillips

Games

- Call of Cthulhu RPG (1920s setting)
- GURPS Cliffhangers
- Pulp Hero (HERO System)
- Spirit of the Century (Fate System)
- Dime Adventures (Ubiquity System)

License

Loner: Pulp Heroes

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