Assassin X

the 24 hr RPG of Bloody Murder

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AssassinX

AssassinX is an RPG exercise in violent nihilism and excess, it is not a manual for killing your friends or enemies, and it is a game, something that is make-believe, fictional, not real. If you go out and do something stupid and violent in the real world, don't go blaming it on me, chump. I just wrote a game in a fit of violence.

AssassinX was inspired by the sheer insanity of trying to produce a full RPG in 24 hours. It was written to "When Worlds Collide", "Beautiful People", a remix of "1999", "Sex and Violence", "Death & Destruction", "Police Truck", "Bombtrack" and "Stray Bullet". Repeating over... and over... and over again... very loudly.

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Special Thanks:
My wife, Denise. Phil Reed for introducing me to 24hr RPGs. My kids for knowing I'm not quite this psycho.

This is not an RPG for extended gaming, if you find this sort of game to be one of deep soul-searching and personal catharsis, may I suggest you seek some sort of professional attention instead of locking yourself away playing violent and horrible games like this.

Due to the limitations of the form (being a 24 hour RPG), this game has several shortcomings and is overly simplified in some sections. Live with it.

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This is the first edition of AssassinX, written on July 24 & 25, 2005, as part of the 24 hour RPG project.

Contents

AssassinX

Like most RPGs, this book is broken into logical and fairly discrete chapters that introduce the character generation system, the game system proper, combat, the tools of the trade and other goods, how to make a life out of murder, and how to continue playing the same murderer from game to game while slowly getting better at the art of slaughter.

The first chapter, called "Some Assembly Required" gets right to the heart of the assassin, showing you how to generate a murderous bastard of your own for playing this game. It includes details on all the primary and derived attributes as well as some notes on the other stuff you need to try to give your murderous alter-ego some character beyond "I live to kill, killing is my life".

The next chapter, "Getting Your Kill On" throws the basics of the game at you - the Kill Test. This is the basic mechanic used for almost everything you do in AssassinX - from seducing your victim's daughter to spreading his entrails out in artistic fashions throughout his mistress' place of residence.

"A Life of Death" introduces us to campaign play - taking these murderous bastards we have created and giving them a reason to kill beyond their own hunger for the blood of those they slaughter. Here we discuss the two main settings for the game - playing professional hit men for a secret agency of some kind (or independent operatives), or running a game for a group of psychopathic killers who do it for some twisted higher purpose.

Next we learn about "Spilling Blood", the combat mechanic of AssassinX. Starting with initiative, a description of what actions can be taken in combat, and how to resolve those actions and determine the gory results.

The next chapter is the "Tools of the Trade" - with basic details about weapons, armour, and other equipment that an assassin might find useful.

Finally, "The Wages of Sin" covers rules for advancing a character from session to session, for handing out experience for a murder well-executed to spending it and learning from the hard work of slaughter.

Once again, this is only a game. A fucked up game, but a game. We do not advocate going out and killing your pets, seducing your hated enemy's daughter to get close enough to kill him, or running around with guns or sharp objects. Especially running around with sharp objects. Didn't you listen to your mother? You can take an eye out with that!

AssassinX

In AssassinX, you are the Assassin(s). Each character is represented by a set of attributes that are generated randomly. Each attribute directly affects how you you kill, and playing to the strengths of these attributes will make your assassin more effective than playing to your weaknesses. These six primary attributes (Cool, Hunger, Beef, Finesse, Fellowship and Eyes) are determined by rolling 4d4 for each attribute. Alternately, they can be bought using a point-buy system, with 60 points to spread between all six primary attributes.

Cool: This attribute represents your ability to keep your cool under stress, to be a calm, cold-blooded killer. Assassins with a low cool are hot-blooded killers who flip out and kill people in a red violent haze, beating them to a bloody fucking pulp, splattering brains down the walls with fervor and abandon, while assassins with a high cool tend to be cold fish who kill without thought or remorse, almost by reflex, lacking the passion for the act.

Cool modifies how you react to trouble. A cool killer is always in control and picks and chooses when and where to act. A flipped-out psychopath acts now, and starts to think about it when it is all over. Cool also modifies your accuracy when killing people with personal fire-arms - at least whe they aren't on full auto. Finally, cool is your last resort if the cops get you, or worse, the enemy. With enough cool, you just might keep your mouth shut while they are busy tearing out your fingernails with hot pliers, or when the cops are working you over with batons and p e p p e r spray.

Hunger: Almost the antithesis of Cool, your hunger dictates your need to kill. An assassin with a high hunger needs to kill, it isn't a job, it isn't a calling, it's the very lifeblood, an addiction to blood that cannot be quelled, no matter how many fall to it. An assassin with a low hunger is less driven to the act of murder, seeing it as a job more than an obsession. A low hunger assassin can go months or even years between gigs, while a high-hunger assassin will make his own work if there is none in the offering.

Hunger affects your brutality in hand to hand combat, with hungry killers being fucking terrifying when the shit hits the fan. Hunger is also important for determining how much punishment you can take before packing it in. A killer without the hunger, the need for the kill, will succumb to his wounds while a truly hungry killer will keep working for it as long as he can suck air down into his bloody, pulpy lungs.

Beef: This is how tough and strong you are, a measure of physique. Beefy killers are big mother fuckers who would be wasting their lives lifting weights or bouncing at a bar if they lacked the hunger to be doing this line of work. Killers without much beef tend to be skinny or scrawny little shits who can't throw a punch worth a damn, while beefy killers often hang out at the gym engaging in bouts of bare-knuckle boxing, or schlepping crates at the docks and wharves.

Beef is used to determine how much sheer physical abuse you can take before going down, how hard you can hit with your bare hands or a melee weapon, and when intimidating the non-killers you meet in this line of work. Beef is also used when controlling fully automatic firearms.

Fellowship:
This is how nice of a person you can be. This is potentially one of the most disturbing traits for a killer, as no one expects to be able to sit down to a pleasant meal and conversation with a cold killer who is taking the opportunity to finalize his plan to kill his sister and eat her eyeballs.

A low fellowship killer is a cold bastard with little in the way of social graces. A high fellowship killer makes friends, schmoozes, and knows exactly what wine will go best with your cousin's heart.

Finesse: Often thought of as the opposite of beef, finesse represents your hand-to-eye coordination, your speed and agility, and... well... your finesse. Killers with finesse do things with style - single shot kills, acrobatics, and being a sneaky bastard.

Finesse is used when shooting firearms or other ranged weapons (but not full-auto weapons of personal destruction), as well as modifying how quickly you react to trouble. It is important for playing with the fiddly bits of mechanical devices like locks and alarm systems, as well as when working as the wheelman for a hit.

Eyes: Eyes is more than the name implies, it is your ability to know what is going on around you, to see through the red haze of murder to hear the car coming up the lane, to spot the perfect weapon for the crime in the basement, or to taste the arsenic in your breakfast grits.

Eyes is important when snooping, sneaking and investigating things, as well as when trying to fix or sabotage mechanical or electronic devices. Eyes are also vital when shooting a gun, making sure you hit the target, no matter what or who he is hiding behind.

Secondary Attributes

The following secondary attributes are determined by averaging the primary attributes that are listed as its influencers. In most situations, you will be using these secondary attributes for your kill tests as opposed to the primary attributes that they are derived from.

Quick (Cool & Finesse): This is how fast you react to trouble, and how well you can maintain control of a situation. Quick is used in combat to determine when you get to act. Quicker killers are ready to act when they need to, able to cut in when it is important, or to wait until the right opening is presented.

Target (Cool, Finesse & Eyes): This is how good of a shot you are with semi-automatic and single shot ranged weapons. Of course you are skilled in the use of guns, you are a killer. Target is how well you can aim your shots to eliminate people in an orderly and controlled fashion.

Freak (Hunger, Beef & Fellowship): This measures your ability to scare the shit out of people. This is the only interpersonal skill where your hunger can be a benefit as it unnerves those who don't share in the red addiction for death.

Rip (Hunger, Beef & Eyes): Ripping is your skill with an automatic weapon. Some specific automatics are light (and wussy) enough that they use Target instead, but when a hail of lead is needed, it's ripping time.

Sneak (Finesse & Eyes): A sneaky killer can get in and out without leaving a sign of having been there, except the bloody viscera of his victim smeared from the bathroom sink to the basement laundry...

Splatter (Hunger & Beef): Splatter measures how effective you are at kicking ass and turning people into a bloody pulp with your fists, rocks, baseball bats or machetes.

Ease (Finesse & Fellowship): An easy killer can slip right in with your family for dinner, can fast-talk his way in anywhere, and seems to always be dressed sharp... "dressed to kill", one would say...

Blood (Hunger + Beef): Blood represents your ability to stay in the fight against whatever physical abuse has been dealt to you. Unlike the other secondary attributes, Blood is the sum of your Hunger and Beef, not the average.

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Now your assassin has numbers, he's a cool killing machine with the hunger, the drive to kill, the need for blood. The numbers help define a killer when the shit hits the fan, but there is more to your armed lunatic than a battery of six numbers. A killer is a person, someone with a reason to kill, something more than just the Hunger.

Talk to everyone else playing AssassinX with you and get a feel for the style of game you are going to be playing, and from there, develop a little more personality for your assassin than just those numbers. In a typical Secret Assassin game, you have to be someone stable enough to get employment as a professional killer. If your Hunger is high, you may have hidden it when you first got the job, or perhaps something in recent years or jobs gave you the Hunger you have now. The Hunger is what sets you appart from the masses who you will be killing - the average person on the streets has a Hunger of zero, as do a majority of soldiers, punks and cops. A truly unhinged street punk with a PCP habit looking for blood might have a Hunger of 2, maybe as high as 3.

Example killers:

Jake has a high Cool, low Hunger, high Finess and low Fellowship, with average Beef and Eyes. He is a classic 'cold-fish' killer, who does this as a job because nothing elese seems to work for him. He can't mesh well with people or society, and doesn't understand why people freak out about things like beheadings, kidnappings and global terrorism. He would be an shoe in for a sharpshooter without his lazy eye. He handles 'situations' with impersonal detachment and a pair of 9mm Glocks, preferably at range.

When determining how your killer acts and reacts, and what his personality is like, it can be beneficial to compare him to an average urban inhabitant. The average city-dweller has the following attribute set: Cool 6, Hunger 0, Beef 10, Finesse 10, Fellowship 10, Eyes 6 (Quick 8, Target 7, Rip 5, Splatter 5, Freak 6, Sneak 8, Ease 10, Blood 10).

With a pathetic Blood stat of 10, the average person easily reduced to bloody intestinal debris by a trained assassin.

Darcy has a high Hunger, High Beef and High Fellowship with low Eyes and and average Cool and Finesse. While to first appearances he looks like a bruiser, and there is something unsettling about him, he is generally well-liked and friendly. When a 'situation' develops, something dark shows up in Darcy and he takes an inordinate amount of pleasure in beating troublemakers to death. Unfortunately, with his high Hunger, the longer he keeps out of trouble, the more Darcy tends to see trouble in ordinary situations. The Hunger is something new in Darcy, something that developed in the field while working for the Agency, and he manages to cover up the bloody residue of his encounters well enough to keep himself in the field... so far.

Bill also has a high Hunger, combined with his low Cool and Fellowship which makes him truly freaky to most people who meet him. He's quiet and soft-spoken, but creepy. People can feel that there is something inside Bill that wants to seperate their lungs from their chest. Bill is a 'freelance' killer, he works as a heavy for a biker gang when they need someone to clean up a situation or a competitor in a permanent fashion.

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The basic system of AssassinX is called the Kill Test. A kill test represents determining the results of an action that would not otherwise be guaranteed. For example, a kill test is not required to open an unlocked door to an apartment, to hop over the eviscerated cat you left on the doorstep to warn your target that you would be coming back for him, or to shoot someone lying unconscious on a hospital bed on life support from 5 feet away. On the other hand, a kill test would be needed to pick the lock and break into an apartment or to shoot someone who is running around and screaming in terror that some bad-ass is trying to kill him in his own home.

A kill test is a simple roll of 2d10, adding the appropriate attribute. If the result of the roll is greater than 20, then the skill test was successful. If the result of the roll is less than 20, then the skill test failed, and you'd better keep shooting before the prick climbs out the window.

Whenever you successfully make a kill test, place a check-mark on your sheet beside the attribute that was tested. Each attribute can only get one check mark per scene. This will be used later, when you are done killing for the day, to determine if and when you improve any of your attributes (see the Wages of Sin chapter for more information on improving attributes).

While most skill tests are made against a difficulty of 20, there are some tasks that are easier than others. A very simple task (such as breaking down a flimsy panel door) reduces the difficulty to 15. An easy task (such as staring down a teenager) reduces the difficulty to 18. A difficult task (such as shooting someone who is running away and has cover) increases the difficulty to 22, and a very difficult task (such as running a big honking truck off the road with a stolen mini cooper) increases the difficulty to 25. Some tasks will be so difficult that they may require a difficulty 30 or 35 roll to succeed.

The following are some sample situations where a kill test would be required, and what attribute to be testing against.

Picking the lock to someone's gun cabinet so you can sodomize them with their elephant gun collection before killing them: Sneak

Going through with the above: Splatter

Getting into a fine restaurant where your victim is meeting his aunt for dinner: Ease

Catching the ming vase that your lover knocked off the mantlepiece to alert her husband that there is a killer in the house: Quick

Seducing your next victim's daughter to 'get to know him' before you eliminate him: Ease

Not pulling your piece as soon as someone starts shooting up the restaurant because you know it will blow your cover: Cool

Spotting that your easy target is wearing a vest and packing a nine: Eyes

Throwing your hat onto the one free peg on the coat rack across the room: Target

Win the boxing match in order to get close to the girl with the prize belt... before you snap her neck like a twig: Splatter

Make a guard dog back down by glaring at it and growling: Freak

There are litterally an infinite number of potential situations that could call for a kill test. The trick is to make sure that kill checks are only called for when they would be important to the story (in other words, to set up the kill or commit some bloody atrocity).

Kick down a door: Beef

Tell a funny, raunchy, joke about the president and his intern to disarm the situation: Fellowship

Stare down a little punk of a teenager who thinks he's got angst on his side: Freak

Leap over the counter to get to the waitress before she picks up the phone: Finesse

Remember to never call for too much die rolling. This isn't about throwing dice all night, it is about killing people in horrible fashions. If an assassin is sneaking into the master bedroom via the baby's room, and has made the appropriate sneak roll, use the one roll for all the major actions in the scene - picking the lock, disabling the alarm, opening the window and climbing in, giving the baby her soother, and then slipping into the master bedroom with the bloody cleaver at the ready.

... after she already picked up the phone and dialed 9 - 1 - : Quick

Slip into a family dinner with your target, his daughter that you seduced, and his wife who's cat you just eviscerated: Ease

Pretend to enjoy the burned meatloaf: Ease (very difficult)

Then the dice start to roll, and you start spilling blood.

There are also opposed kill tests, where success is determined not against a static difficulty, but against an opponent's kill test. In this case, the defending character wins if the two tests are ties. Opposed tests include such things as arm wrestling (Beef tests), stare downs (Freak tests), and sneaking up on someone who isn't just an easy kill (Sneak test versus Eyes test). Don't bother with opposed kill tests against people that are "easy kills" - these are for tense moments when you might screw up because the opponent is also skilled and is actively trying to prevent your success.

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Now it is time to spill blood. Hopefully, this will be a one-sided excercise in cutting people down where they stand and murdering those poor bastards for every atrocity they have committed.

However, it is often not so easy.

Combat in AssassinX uses the basics of the Kill Test system in a more rigid framework to allow for all parties to act to the best of their abilities during those horrid few seconds of terror and bloodshed that you have started.

Each turn in an AssassinX combat is 2 seconds in length, nearly enough time to scream, more than enough time to die in a pool of your own blood and feces.

At the beginning of each turn, all persons at the scene of the crime rolls 1d10 and add their Quick to the result. This determines the turn sequence, with lower results acting first, and higher results having the option to interrupt these actions with their own.

For example, if there are four people at the scene of the crime with Quick results of 33, 21, 8 and 6, then the person with the quick of 6 must act first, declaring their action and taking it. At any time after the action has been declared but before it has been executed, any of the other persons may interrupt the action with their own action. If the killer with the Quick result of 21 interrupted 6's attempt to run away by shooting 6 in the kneecap,

then the result of that action would be determined before 6 could complete his attempt to escape. However, if 33 then decided to stop 21's shot by shooting him in the back of the head, his action would be resolved before 21's shot. However, 8 could not successfully interrupt either of these actions.

Once the sequence of events is determined, each person in turn must declare and perform their action. An action can include movement and/or an action such as opening a door, reloading a firearm, or commiting bloody murder.

A person can walk up to 10 feet in a turn, or run up to 30 feet (or move however far is dramatically appropriate, as the situation warrants), as well as taking an action. Running increases the difficulty of most combat-related kill checks (except acrobatics) by one category (reducing the target number by 2).

There are three basic ways to kill someone - shooting them with a handgun, crossbow, throwing knife, sniper rifle or so on (a Target kill test); ripping into them with a hail-mary of fully automatic gunfire (a Rip kill test); or beating the living snot out of them with bare hands or a personal implement of destruction (a Splatter kill test). These are all opposed kill tests, allowing the target the opportunity to make a kill test to stop yours from succeeding. To avoid gunfire is a Quick kill test, and to defend in melee is a Splatter test.

With single shots (Target kill tests) the amount that the attacking kill test exceeded the defending kill test is the primary determinant of how much blood is spilled. Roll on the target wound severity table, adding the margin of success to the roll.

For example, Darcy takes a clean single shot at Bill, and rolls a 38 on his Target kill test. Bill's Quick kill test result is only a 20, so Darcy rolls on the target wound table with a +18 on the roll (the difference between their kill test results).

Ripping attacks are more brutal, but the actual shots are less preceise. For every two points that the Rip kill test exceeds the defender's Quick kill test, the victim has been struck by one bullet, round or whatever. Each round is rolled for on the target wound table with no bonus for accuracy.

Beating someone to death is a much slower way of killing someone if you heart isn't in to it. It is surprising how many times you can beat someone abotu the head with a 2x4 without them actually dying, no matter how strong you are, unless you really work at splattering their brains across the sidewalk. A successful Splatter attack spills blood equal the the difference between the attacker and the victim's Splatter checks, adding half the attacker's Hunger to the total blood spilled.

For example, Bill turns around and whacks Darcy with a hammer, in the head. He gets the jump on Darcy and rolls a n impressive 30 on his splatter kill test, beating Darcy's result of 21. Bill spills 9 points of Darcy's blood, but deals no additional dammage from Hunger because Bill is not a killer.

Effects of Spilling Blood:

Whenever blood is spilled, reduce the victim's Blood stat by the indicated amount. If a single attack spills more Blood than a victim's Hunger, then the victim has been grievously wounded, and suffers a penalty of 2 points on all further kill checks until the scene is done, and a 1 point penalty on all kill checks until the wound(s) are healed.

If total blood spilled by a victim exceeds his Cool, then the victim is shaken by the extent of the injuries and must make a Hunger kill check or also suffer a 2 point penalty on all kill checks for the remainder of the scene.

If all of a victim's blood is spilled, then the victim is dead, or is such a bloody mess that he will die shortly, after making suitable gurgling noises.

Target Wound Severity (2d10+accuracy)

Range	Wound	Blood
2-8	Grazing hit	1 Blood spilled
9-12	Incidental flesh wound	4 Blood spilled
13-16	Minor flesh wound	7 Blood spilled
17-19	Serious flesh wound	10 Blood spilled
20-22	Clean through-and-through	13 Blood spilled
23-25	Chopped into a major artery	16 Blood spilled
26-28	Internal organ hit	19 Blood spilled
29-31	Vital organ hit	22 Blood spilled
32-34	Vital organs perforated	25 Blood spilled
35+	Bloody massacre of vitals	30 Blood spilled

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The reality is that a majority of the props of murder are merely that - props. What you use for the kill is less important than who you use. In the hands of a real killer; not some thug, but someone with the Hunger, the need for blood; there is no difference between a fireplace poker, a machete or his own caloused hands - except in the specific stage of the murder. While props have little effect on how the scene plays out, they make a huge difference when setting the stage for others - for the victim or those who will find him.

That said, there are other things that a killer will find useful - tools for breaking and entering, wheels for getting from scene to scene, a place to live. But again, these are the window-dressings of a bloody massacre, not the true objet-d'art of the trade.

AssassinX treats these goods the same way it treats the skills of a killer - it is assumed to be part and parcel of the environment of killing. Keeping track of your lockpick set and wheels is no more important to the mood of the game as balancing your killer's checkbook.

As a professional killer, however, you have the opportunity to make yourself rich on the misfortunate deaths of other, more deserving folk. As such, you will be given the opportunity to acquire signature equipment and top-quality tools of murder. What form these tools take will be up to you, but their game effects are handled here.

When you acquire new hardware, you have to decide what it is and how it works. Hardware improves secondary (derived) attributes without modifying either of the primary base attributes.

You can select one benefit for a specific piece of hardware. For example a bullet-proof vest may provide you with additional Blood, while a marine-corps sniper rifle gives you a bonus to Target when using it.

The choice of in-scene equipment is at least as important to a bloody scene of brutality as what you bring with you. There is little more satisfying than ripping someone apart with his own favourite tools. This is why so many killers seek to get to know their victims before finishing them off - the satisfaction of a job well done for the Cool killer, or the sheer beauty of seeing a man torn asunder by his own vices for the Hungry assassin. Even little things, like killing a house-proud businessman with his own fireplace poker, or throwing the hot shot lawyer into the roof of his expensive sports car from the window of his law firm to killing the hotelier in his own posh five-star restaurant... Killing isn't enough in and of itself - knowing that you did it right makes all the difference. Using an appropriate piece of the scenery for the kill based on your own knowledge of the target provides an immediate +2 bonus on all kill checks involving it. If all you can provide is a verbal tirade, a successful Freak kill check provides a +1 bonus on kill checks for the remainder of the scene, as long as the tirade continues.

AssassinX

Who on earth would hire someone who take spleasure in discovering if people can survive with new orifices and minus several major organs? What gives a killer the chance to kill, and then kill again?

The default assumption is, of course, the government. There are certain types of people suited for morally ambiguous work, and many of these are recruited by the Agency to deal with problems domestically and internationally. These are assassins and killers. You are one of them, with the Hunger spotted in you early and turned to a 'useful' end by the government.

The Agency campaign gives a basic campaign framework of assignments, where most game play occurs during an assignment, and down-time is 'glossed over' waiting for the next job. Agency campaigns also allow for more likelihood of working with other assassins without having to kill them when the job is done... or as part of the job.

Alternately, some killers work independently, contact killers for either the agency or less pleasant organizations or individuals. Again, as hired muscle, the roles are pretty cut-and-dried, but the opportunity for double-crossing and moral ambiguities is increased.

As a hired killer of the agency, the basic flow of game play is from job to job, with little emphasis placed on what happens between jobs - a time span that could be hours, days or even years between activations. This is a simple setting to work with, because the roles are pretty clear-cut - the assassins kill the people they are told to because they represent something the employing agency does not find particularly attractive.

Finally, some killers don't 'work' so much as 'believe'. These killers are in it for the blood more than anything else. A majority of these have a very high Hunger, and wouldn't ever be considered for even the nastiest freelance jobs. Often these murderers are 'attached' to organizations with very 'unsavoury' goals and ideals for whom the killers act. These assassins are not morally ambiguous at all, but are truly disgusting creatures that kill at the drop of a hat, in manners designed to terrify and disturb those who witness the scene or who come upon it later.

For the remainder of this chapter, these campaigns are referred to as the Agency campaign, the Freelance campaign and the Psycho campaign. The random job tables on the next few pages are modified based on what kind of campaign is being played.

Campaign	Mod	Track Record	Mod
Psycho	-30	Per botched job	-10
Freelance	+0	Per successful job	+5
Agency	+30	Last job botched	-10
		Last job successful	+10

d100	Job Type
-30	Shakedown
-20 to -29	Serious Injury
-10 to -28	Murder – very messy
-9 to 1	Murder – messy
2 to 10	Kidnapping & Ransom
11 to 31	Kidnapping – clean
32 to 40	Assassination – domestic – messy
41 to 55	Assassination – domestic – clean
55 to 60	Assassination – domestic – sterile
61 to 65	Assassination – foreign – messy
66 to 85	Assassination – foreign – clean
86 to 95	Assassination – foreign – sterile
96 to 100	Assassination – domestic high ranking – messy
101 to 120	Assassination – domestic high ranking – clean
121 to 130	Assassination – domestic high ranking – sterile
131 to 135	Assassination – foreign high ranking – messy
136 to 145	Assassination – foreign high ranking – clean
145+	Assassination – foreign high ranking – sterile

Job Descriptions

Shakedown
This job involves finding the target, and then extorting money or other services from the victim, usually through threat of physical force or a demonstration of murderous ability or desire, remaining shy of actual murder.

Serious Injury
Find the target and force them to suffer significant physical impairment without mortality to the target (although loved ones may not be quite so safe, depending on the reason for this job). Permanent disabilities are not discouraged in this line of work.

Murder

Murder is not assassination, it is the elimination of a civilian target in a gory fashion. This job involves finding the target and eliminating him or her and leaving the body as a sign.

Kidnapping & Ransom

A kidnapping job involves finding the target, seperating them from any protection they may have (typically by guile, but force works well in some situations) and then taking the target to a safe location. In a kidnapping and ransom job, the killers are also responsible for keeping the victim while negotiating the ransom arrangements and the payment thereof (and possibly the delivery of the victim thereafter).

Assassination

While murder is often on the mind of the killer, assassination is what the job is about. The objective in an assassination is to find the target, get past defensive measures, and eliminate the target as wanted or required. Assassination jobs are seperated by cleanliness (see Clean vs Messy sidebar), location (domestic or foreign) and target (standard or high ranking). Domestic jobs have the advantage of not requiring intercontinental transportation, crossing borders, or dealing with unfamiliar languages and cultures. High ranking targets are those who routinely have a large retinue of security attaches and other bodyguards, such as high ranking politicians, government bureau chiefs and so on.

Once the type of job has been determined, other details regarding the job are still up in the air such as the target's security, location, family status and so on, which are determined using the following tables.

Clean vs Messy

Throughout the murder and assasination job tables, there are references to messy, clean and sterile jobs. This indicates the maximum amount of carnage to be associated with a killing.

A messy job involves splattering gore over everyone nearby, if necessary, and definitely means leaving a gory calling card in the form of the victim's corpse somewhere where it will be found. Witnesses to messy jobs are encouraged, but can also be eliminated at the discression of the killer - again, as long as the bodies are suitably mutilated and left behind as an indicator. Messy jobs are also known as massacres, splatter-fests and are the favored jobs of many high Hunger killers. When a clean or sterile job goes wrong, the result is often a messy job.

A clean job involves killing the target of the job and possibly those in close proximity if unavoidable. A clean job should never result in the authorities being called in until after the job is done. The body may or may not be disposed of, depending on the circumstances, but the carnage is to be kept strictly to a minimum except to the victim proper.

A sterile job is the perfect hit, and is what every Hungry assassin dreads - a job where the target must be eliminated cleanly, in secrecy, with no collateral damage and then the body must be disposed of to prevent follow-up investigation.

The victim of a job must be someone that there is a reason to kill. In an agency game, this typically has to do with the victim's political aspirations, something they know, or some crime they have commited or are planning to commit, or even who their friends are (many assassinations, particularly the less sterile ones, are done to leave a sign for the true target of the operation). The reason will vary based on what sort of agency the killers work for, or even more dramatically in freelance and psycho campaigns.

Children:

01-35	none
36-60	1
51-85	2
86-90	3
91-95	4
96-99	5
00	6+

There is a 25% chance that all children still live in the home, and a 25% chance that no children live in the home. Otherwise, roll percentage dice to determine what percentage of the children live in the home. Existance or non-existance of children will be included in the briefing 80% of the time. Number of children 50%, and how many live at home 40% of the time. For those not living at home, 20% of briefings will include their contact information.

The following items of information are determined by rolling percentile dice:

Victim's Gender:

01-65	Male
66-00	Female

As the world moves forward from existing sexual stigmas, the ratio of targets for assassination gradually shifts from almost entirely men to a mix of genders. Some male assassins have issues with killing women, these assassins are derided by Hunry killers. Gender is always given to the assassin.

Victim's Marital Status:

01-30 Single
31-60 Married
61-80 Divorced
81-90 Re-Married
91-00 Widowed

Marital status is typically (80% likely) to be included in the assassin's briefing documents.

Victim's Social Status:

01-02	lower lower class	-80
03-07	middle lower class	-40
08-12	upper lower class	-20
13-17	lower middle class	-10
18-24	middle middle class	+0
25-40	upper middle class	+10
41-60	lower upper class	+20
61-80	middle upper class	+40
81-00	upper upper class	+80

Social status is a primary determinant of the target's security, and thus the ease or difficulty in getting to the target and completing the job. The number indicated after the social status level is the modifier on the security table (starting on page 18).

Victim's Attributes:

Fully half (50%) of all victims are typical civilians, with abilities based on the standard civilian array listed earlier. The average city-dweller has the following attribute set: Cool 6, Hunger 0, Beef 10, Finesse 10, Fellowship 10, Eyes 6 (Quick 8, Target 7, Rip 5, Splatter 5, Freak 6, Sneak 8, Ease 10, Blood 10).

d100	Victim's Attributes
01-50	Typical urbanite: Cool 6, Hunger 0, Beef 10, Finesse 10, Fellowship 10, Eyes 6 (Quick 8, Target 7, Rip 5, Splatter 5, Freak 6, Sneak 8, Ease 10, Blood 10).
51-65	Smooth Operator: Cool 12, Hunger 0, Beef 10, Finesse 12, Fellowship 12, Eyes 6 (Quick 12, Target 9, Rip 5, Splatter 5, Freak 7, Sneak 9, Ease 12, Blood 10).
66-75	Uber Geek: Cool 4, Hunger 0, Beef 6, Finesse 12, Fellowship 8, Eyes 12 (Quick 8, Target 9, Rip 6, Splatter 3, Freak 4, Sneak 12, Ease 10, Blood 6).
76-84	Fit and Trained: Cool 6, Hunger 0, Beef 13, Finesse 14, Fellowship 12, Eyes 6 (Quick 10, Target 8, Rip 6, Splatter 6, Freak 8, Sneak 10, Ease 13, Blood 13).
85-94	Ex-military: Cool 10, Hunger 2, Beef 12, Finesse 10, Fellowship 8, Eyes 10 (Quick 10, Target 10, Rip 8, Splatter 7, Freak 7, Sneak 10, Ease 9, Blood 14).
95-98	Somewhat Psycho: Cool 4, Hunger 2, Beef 10, Finesse 12, Fellowship 12, Eyes 12 (Quick 8, Target 9, Rip 8, Splatter 6, Freak 8, Sneak 12, Ease 12, Blood 12).
99-00	Professional Killer: Cool 12, Hunger 6, Beef 12, Finesse 12, Fellowship 8, Eyes 12 (Quick 12, Target 12, Rip 10, Splatter 9, Freak 8, Sneak12, Ease 10, Blood 18).

Victim's Quirks

Many victims have quirks that can be exploited in order to get close to them while they are away from their homes. However, only about 25% of these quirks will make it into a mission briefing. A victim will typically have (1d10/3)-1 (rounding up) quirks (ie: 0 to 3 quirks).

If the victim is ex-military or a professional killer, there is a 50% chance that this will be included in the job briefing. Anything else will require in-person checks by the killer and will not appear in the mission briefing except in the victim's personality profile (if one is included).

d100	Quirk	d100	Quirk
01-04	Pet lover	49-52	Member of a self-help group (AA)
05-08	Sporting hunter	53-56	Collects something illegal
09-12	Eats at a particular restaurant	57-60	Big stakes gambler
13-16	Swinger	61-64	Casino gambler
17-20	Art collector	65-68	Trains at a dojo or gym
21-24	Wine afficionado	69-72	Drug or alcohol habit
25-28	Car buff	73-76	Has a mistress / boyfriend
29-32	Games club member	77-80	Takes frequent vacations
33-36	Avid church goer	81-84	Leads a secret second life
37-40	Party animal	85-88	Live sports fan
41-44	Gun collector & shooter	89-92	Shops at a fave store regularly
45-48	Goes to many business conferences	93-00	Create a new quirk

Security:

What level of security is available is directly dependent on how paranoid the victim is, local crime levels, and the victim's means (and thus social status).

d100	Security Present
-79 to -51	None - no locks, no alarms, no pets
-50 to -41	Animals
-40 to -21	Locks
-20 to -11	Firearms
-10 to -1	Firearms & Animals
0 to 20	Locks & Animals
21 to 35	Locks & Firearms
36 to 50	Locks, Firearms, Animals
51 to 75	Locks, Alarms
76 to 90	Locks, Alarms, Animals
91 to 120	Locks, Alarms, Animals, Firearms
121 to 140	Locks, Alarms, Security
141 to 160	Locks, Alarms, Security, Firearms
161 to 180	Locks, Alarms, Animals, Security, Firearms

Each type of security presented above has its own table, below.

Locks:

Locks are thos basic countermeasures installed to stop people from sneaking into a home, especially a psychotic killing machine. Lock quality / quantity is modified by the victim's Social Status.

d100	Locks
-79 to -40	Basic locks, no deadbolts (Easy Sneak kill check)
-39 to 40	Good locks & deadbolts (Average Sneak kill check)
41 to 80	Excellent locks & deadbolts (Difficult Sneak kill check)
81-120	Top of the line locks & deadbolts (Very difficult Sneak check)
121 to 135	Secondary locks (gates, interior doors, etc) (Average and Difficult Sneak kill check)
136 to 150	Excellent redundant locks, electronic locks, etc (Two Difficult Sneak kill checks
151+	Multiple redundant systems (Two Very Difficult Sneak kill checks)

Animals:

This category only includes guard dogs of one variety or another. This roll is modified by the victim's Social Status.

d100	Animals
-79 to -40	1d10 Mongrels (C1, H4, B10, Fi10, Fe1, E12, Qu5, Sp7, Fr5, Sn11, Blood14)
-39 to 40	1d10-6 (minimum 1) Large House Dogs (C4, H0, B10, Fi8, Fe2, E10, Qu6, Sp5, Fr4, Sn9, Blood10)
41 to 80	1d10-6 (minimum 1) Guard Dogs (C2, H2, B12, Fi10, Fe2, E14, Qu6, Sp7, Fr5, Sn12, Blood14)
81-120	1d10-4 (minimum 1) Attack Dogs (C2, H3, B10, Fi14, Fe1, E12, Qu8, Sp6, Fr4, Sn13, Blood13)
121 to 135	1d10 Guard Dogs
136 to 150	1d10 Attack Dogs
151+	2d10 Mongrels

Firearms:

Quite often, the possession of firearms by the victim is inconsequential unless something goes wrong and the victim becomes aware of the assassin before the assassin is in direct confrontation with the victim. A majority of victims have only a single firearm in their residence, if any. Unlike most security items, this roll is not modified by the victim's social status.

d100	Firearm
01-35	Rifle (Target kill check)
36-65	Shotgun (Target kill check)
66-97	Handgun (Target kill check)
98-99	Submachine Gun or Machine Pistol (Ripping kill check)
00	Assault Rifle (Ripping kill check)

Alarms:

An alarm system can turn an easy entry into a hellride. At the bottom end of the scale, an alarm is only useful if the assassin failed a sneak check to bypass locks and other luddite security protocols. However, at the top end, alarms can be the biggest problem for a skilled assassin, having to bypass layer after layer of redundant security systems looking for infrared signatures, motion, vibrations, laser cut-offs, and so on. In these situations, the assassin is usually best off finding a way in while the alarms are not live (such as being invited).

If an alarm system states that it is linked to an outside security force, there is a 50% chance that it only alerts a security company that will send a patrol vehicle over. 30% will alert only the police. The remaining 20% will both alert a security company and the police force of the intrusion.

d100	Alarm Systems
-79 to -40	Burglar alarm linked to locks. Goes off if Sneak kill check is failed by 5 or more points. Audible alarm, does not contact a security company.
-39 to 40	Burglar alarm linked to locks, goes off if Sneak kill check is failed by 5 or more points. Silent alarm direct to a security company.
41 to 80	Burglar and motion alarm. As above, but also requires an additional standard difficulty Sneak kill check to bypass.
81-120	High quality alarm systems. As above, but the Sneak check is Difficult.
121 to 135	Redundant alarm systems. As above, but two additional Sneak kill checks (Standard and Difficult) are required to bypass.
136 to 150	State of the art security systems on interior and exterior doors, walls, floors, etc. As above, but requires three additional Sneak kill checks (2 Standard and one Difficult) to bypass.
151+	Everything in the book. Be pleasantly surprised there aren't sharks with frickin' lasers on their heads. As above, but requires three additional Very Difficult Sneak kill checks to bypass.

Security Guards:

The truly paranoid and rich actually hire security forces to work for them. At the extreme, these are personal bodyguards, but are often basically glorified desk-clerks who watch the security cameras and answer the door and occasionally make the rounds. The truly terrified have hired truly professional security forces, with military or police training.

d100	Security Guards
41 - 60	One rental security guard patrols the grounds once per hour, the drives to the next house to patrol.
61 - 80	One rental security guard stays on site and patrols the grounds once per hour at night.
81 - 100	1d10-6 (minimum 1) 24 hour rental security guards work on site.
101 - 120	Personal bodyguard lives on site, one rental security guard stays on site and patrols the grounds at night.
121 - 130	1d10-4 (minimum 1) personal security guards remain on site 24 hours and patrol the grounds at night.
131 - 138	Personal bodyguard lives on site and 1d10 personal security guards remain on site and patrol the grounds 24 hours
139-140	As above, but a professional killer is also employed by the victim.

Personal Bodyguard:
C12, H0, B14, Fi10, Fe10, E10, Qu11, Ta10, Ri8, Sp7, Fr8, Sn10, Ea10, Blood14
Armed with a personal firearm and a melee weapon.

Rental Security Guard:
C6, H0, B10, Fi10, Fe8, E6, Qu8, Ta7, Ri5, Sp5, Fr6, Sn8, Ea9, Blood10
Armed with a billy club and pepper spray, no firearms.

Professional Killer:
C12, H6, B12, Fi12, Fe8, E12, Qu12, Ta12, Ri10, Sp9, Fr8, Sn12, Ea10, Blood18
Armed with a personal sidearm, at least one concealed melee weapon, and a 50% chance to have one or more automatic weapons.

Personal Security Guard:
C10, H0, B12, Fi10, Fe8, E8, Qu10, Ta9, Ri6, Sp6, Fr6, Sn9, Ea9, Blood12
Armed with a billy club and pepper spray and a 50% chance to have firearms

Throwing in a Twist

To make the job more exciting, always consider varying from these tables as you please. One victim may be the leader of a religious cult, another may have hired a body double to go down for him. Worse, a victim may have hired an assassin to counter the attempt on his life, or another agency may be intervening on his behalf to keep him alive. These tables are here to quickly generate someone to kill when you just need some blood on your hands, but they are not the basis of a full campaign - build a metaplot linking victims together, have botched attempts result in repercussions, and so on. Just wandering from gory massacre to unholy splatterfest gets boring quickly, even for someone with a Hunger of 16.

AssassinX

Whenever a killer successfully makes a Kill Check, place a check mark beside the attribute used for the check. At the end of the game, you make a roll for every attribute that has a check mark beside it, dividing check marks on secondary attributes as evenly as possible among the primary attributes it is derived from.

An experience check is rolled on 2d10, attempting to roll greater than the attribute number in question +4. For every check mark beside that attribute, add 1 to the 2d10 roll.

For example, Jake has a Cool of 13, and has a check mark for making a successfull Cool kill check in the game. He also has two check marks in Quick, and four in Target. He divides the two in Quick, putting one into Cool. The four in Target are divided up also, with 1 each in Cool, Finesse and Eyes, and one additional to place as he wants. Jake places it in in Cool also. Now he has three checks in Cool. He rolls 2d10, adds 3, and gets a total of 15. This is not enough to increase his Cool, and the check marks are erased. If he had rolled greater than a 17 (greater than the attribute total + 4), then he would have increased his Cool by 1.

In addition, to the check marks granted for successfull Kill Checks, additional 'floating' checks are handed out to characters based on role-playing, accomplishing goals and so on. These can be placed onto any attribute of the character's choice. A typical game will only result in 1 to 3 of these checks being awarded to each player, with up to 5 checks

awarded for particularly strong roleplaying, problem solving and so on.

In addition, a killer can earn additional experience checks for working within his idiom.

A killer who's Hunger is at least 5 points higher than his Cool gains one additional floating check for killing a victim in a particularly gruesome fashion, preferably in personal, hand to hand action.

Conversely, a killer who's Cool is at least 5 points higher than his Hunger gains one additional floating check for killing a victim coldly, without getting personally involved in any way.

Finally, when an assassination job is completed successfully (but not lesser jobs), the monetary rewards can be reaped by the killer. Each killer can make an Ease check to acquire a piece of signature equipment. Each piece provides a +1 on a specific check when using it. For example, a high-powered rifle will provide a +1 on target checks. To increase a signature item's bonus to +2 actually requires 3 signature items instead of 2, for example, a high powered rifle with state of the art scope and experimental bullets. Signature items cannot provide more than a +2 bonus in this way.

Author's Notes

I didn't expect a 24 hour RPG to be easy, but I certainly learned a few points to make it easier next time.

1. Don't decide on the formatting first. I sat down at the beginning of the process, decided I would do something intense and bloody, and built the page layout and cover graphics first, and then a few of the blood spatter graphics later. Then I typed the material for this ugly game into the layout I had prepared. This lead to some problems as I added material or shortened material to make it fit the page better. Suddenly, the game REALLY had to suit the format instead of just doing the formatting last. I like that the formatting came out so stark and strong, but it certainly but a serious crimp in my writing style. Plus, you can see that my formatting style evolved as the document did, with later chapters having somewhat more creative formatting than earlier ones.

2. Gloss over a lot of stuff. I wanted this game to have actual equipment rules initially - it was going to use the guns from the d20 system, and include full shopping lists of other cool stuff like in the original Top Secret game.. That had to go when I realized that it was either going to be 10 pages of equipment and rules for such, or the mission generation system. Since the mission generation system is basically the excuse for this game to exist... equipment had to go.

4. Maybe, just maybe, try to make something with some sort of redeeming value to gaming, to yourself, or to someone. Somewhere around this morning, I realized that the game I was writing may well go into the history books as a nice, light, modern version of FATAL or perhaps even have worse scorn thrown upon it. I'm no Rockstar Games, so I don't know how I'll take any of the abuse that may well ccome as a result of this mini RPG.

3. Don't ever actually expect to have 24 hours to do your 24 hour RPG. Between family, summer time, 2 home businesses, car repairs, and a million other things (like sleeping and eating), actually plan to get something topping out around 12 hours into each 24 hour RPG. If you can get more time out of those 24 hours, more power to you. I honestly expected I would spend at least 12 hours just in the writing stage of this project. As if.

5. Do the work in an environment that supports spell-checking. I was a twit and set this all up in a layout software that does not include spell-checking or grammar checking, so getting that instant editing that is often required means copying the text into Word or another software and checking it there.

6. To me, character advancement is one of the hardest elements to balance properly for an RPG. This is doubly so when you won't get the chance to actually playtest your creation. Consider how you are going to handle advancement from the first moment that you start laying out a game system and character generation system. Finding that balance between fast enough advancement to make it exciting to the players and slow enough to keep power levels under control is a heck of a job, especially if you leave it for last.

7. Balls to the wall. If it is worth 24 hours of insanity to put together, it must be worth publishing. Get it out there and tell people about it and the 24 hour RPG project. I'm setting this piece of trash up for printing at LuLu, and then I'm hoping to bring a few copies with me to GenCon if they get here in time. Yes, I'm actually going to run this mess of a 'game' and see if everyone else thinks it is as ugly as I do.

- M Jason "HellHound" Parent
July 25, 2005

Assassin

Name:	
Player:	
Background:	
Campaign:	
Employer:	
Successful Jobs:	
Botched Jobs:	

Cool   Hunger   Beef   Finesse   Fellow   Eyes

experience   experience   experience   experience   experience   experience

Quick
(Cool & Finesse)
experience

Target
(Cool, Finesse & Eyes)
experience

Rip
(Hunger, Beef & Eyes)
experience

Splatter
(Hunger & Beef)
experience

Freak
(Hunger, Beef & Fellow)
experience

Sneak
(Finesse & Eyes)
experience

Ease
(Finess & Fellowship)
experience

Blood

Healthy:

Current:

Signature Equipment

Assassin

Name:	
Player:	
Background:	
Campaign:	
Employer:	
Successful Jobs:	
Botched Jobs:	

Cool	Hunger	Beef	Finesse	Fellow	Eyes
○	○	○	○	○	○
experience	experience	experience	experience	experience	experience

Quick
(Cool & Finesse) ○ experience

Target
(Cool, Finesse & Eyes) ○ experience

Rip
(Hunger, Beef & Eyes) ○ experience

Splatter
(Hunger & Beef) ○ experience

Freak
(Hunger, Beef & Fellow) ○ experience

Sneak
(Finesse & Eyes) ○ experience

Ease
(Finess & Fellowship) ○ experience

Blood

Healthy:

Current:

Signature Equipment

AssassinX

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Something inside you is crying for blood. There is this Hunger within you that is not satisfied with merely killing, but that needs the personal involvement in the brutal job of death. It makes you kill, all you can do is guide it. Sometimes.

* * *

AssassinX is a short RPG of gory violence where the players take on the roles of professional (or not quite so professional) killers with a job to do.

This book includes full rules for designing a deadly and unhinged killing machine, and then throwing it into a nihilistic nightmare of murder and mayhem.

All you need to play is a pencil, 2 ten-sided dice, a few friends you can trust not to call the cops on you, and your own sick imagination.