

CRIME KINGS

A role playing game by Craig House

INTRODUCTION

Crime Kings is a role playing where the players take on the role of criminals and try to make as much money as they can by doing bad guy things. The players decide what to do and what crimes to commit; then the GR improvises with his knowledge and tells them what happens.

The GR also makes a city with police that have procedures and other factions like drug dealers etc. These can also prove a problem to players and result in a more challenging game.

Repeatedly showing up on the scene of banks and robbing them with nothing happening would get boring. The game runner (GR) puts unexpected things in all the things the players do.

I hope you enjoy to game as much as I enjoyed making it.

CHARACTER & GROUP CREATION

BEGINNING GROUP

The first thing the players must decide is what kinds of crimes their characters are going to commit and who they are. For instance they could be a mob family kind of operation or a bunch of burglars.

The next step is what knowledge the group has. A group cannot simply go to a drug dealer or a person supplying drug dealers if they do not know where to find one. All players have familiarity with the city they live in and the ability to look things up in the yellow pages. The group can have three familiarities about some kind of thing or people in the city. This can include how the police operate or where they are.

The next step is to explain how the group operates. Perhaps they discuss things in an apartment or maybe they drive a black van at night.

The final step is to equip the group. The group can have anything a normal person could reasonably have or get. They also can have anything reasonable about their familiarities. If they want to have anything exceptional like military weapons or a hacking program then they have three 35% chances to get them (rolled on d10's). They can try for the same thing twice.

They are now ready to make the characters.

CHARACTER CREATION

The first thing a character gets is a concept. This usually an adjective followed by a kind of person. i.e. clever thief. This is the plan for your character.

The next thing your character gets is a name.

After that the character gets a description. This is a list of points about the character. A point is a dash then words that describes the character. They could be anything about the characters appearance, personality, or anything else you can think of.

The player then selects an advantage.

ADVANTAGES

Much like a player's class in other role-playing games, the advantage is what gives your character what abilities they mainly have. Players make their own advantages which fall under categories like trait and skill. Then, when a situation comes up where they could use it, they either get a percent chance of it working, or it simply works if there is no uncertainty.

The kinds of advantages are described below.

Skill - Some learned ability or knowledge. Examples include chemist or burglar. If there is no uncertainty that the skill will work then it simply works, If there is uncertainty then a percent chance is given

Trait – Some inherent trait. Examples include intelligence or sneaky. The player gets three more specific traits. i.e. an intelligent person is creative. The player will then get a lower than normal percent chance to apply the more specific traits only.

Possession – Something the character owns. Examples are money or military surplus collection. Use percent chance if there is uncertainty of the possession being able to do something. .

Talent – Some innate ability the player has. Examples include Rambo or con man. They get a percent chance almost always if the talent is used.

Once picked, you are now done the character and group creation process.

PLAYING THE GAME

PLAY

The players make all the decisions about where to go and what to do. If the players decide to go anywhere where something interesting will happen, then the GR goes and makes where they go to.

The players spend much of their time uninterrupted talking about what to do. If people try to kill them while in action, then it is time for combat rules.

UNCERTAINTY

Often times what happens is uncertain. Will the store carry what the players want? Will he hit it with his gun?. These questions are resolved by the GR setting a percent chance that it will work and rolling two ten sided dice to determine it.

COMBAT

Combat begins by tearing off little pieces of paper where the players are, making a five foot ruler on another piece of paper and drawing the places on the sheet. The GR then counts off seconds and completed actions happen at the end of the second. How many most common actions take is listed below. The players can make their own actions and time them. After estimating the fixed time, the GR adds a d2, d3 or d4 or to the total time. The players do not know how long the enemies are going to take to finish an action.

ACTION	TIME
<i>Speaking one sentence</i>	<i>1 + 1d2 - 1 seconds</i>
<i>Getting up off ground</i>	<i>1 + 1d3 seconds</i>
<i>Getting off chair</i>	<i>1 + 1d2 - 1 seconds</i>
<i>Opening door</i>	<i>1 second</i>
<i>Using hand held weapon</i>	<i>1 + 1d4 seconds</i>
<i>Firing gun</i>	<i>1 + 1d3 seconds</i>
<i>Walk four feet</i>	<i>1 second</i>
<i>Run seven feet</i>	<i>1 second</i>

The chance of a hand held weapon hitting is always 80% or 1 to 8 on a ten sided die. The chance of a gun hitting is determined by range. The table is given below in number on a ten sided dice

RANGE	CHANCE
<i>Less than 5 feet</i>	9
<i>5 to 8 feet</i>	7
<i>9 to 10 feet</i>	5
<i>11 to 13 feet</i>	3
<i>14 to 16 feet</i>	2
<i>16 to 20 feet</i>	1

After a hit is scored on a character, a ten sided dice is rolled to determine how injured the character is. If the severity of the characters wounds exceeds one hundred then the character dies. The character also experiences back up time. This time is added to the characters current action. Also the character is slowed by his injuries. The severity and back up time is given on the table below. Beneath that there is the result of injury table.

RESULT	Bare Hands	Sharp	Blunt	gun
1	0 / 1s	5 / 2s	3 / 2s	15 / 2s
2	0 / 1s	9 / 2s	6 / 2s	24 / 2s
3	0 / 2s	13 / 3s	10 / 3s	31 / 2s
4	0 / 2s	18 / 3s	15 / 4s	39 / 2s
5	1 / 1s	25 / 3s	19 / 4s	46 / 2s
6	1 / 2s	32 / 4s	25 / 5s	53 / 3s
7	3 / 2s	40 / 4s	33 / 6s	68 / 3s
8	3 / 2s	65 / 5s	39 / 6s	82 / 4s
9	5 / 3s	85 / 6s	46 / 8s	death
10	8 / 3s	death	55 / 12s	death

RANGE	RESULT
77 -60	Every other action takes one more second
59 - 55	Every action takes one more second
54 - 40	Only walk; walking gets one less foot; every action takes two more seconds
39 - 30	Limp at 2 feet a second, every action takes two more seconds
29 - 18	Crawl at 1 foot second; every action takes three more seconds
17 - 3	Can take action every 7 seconds and takes three more seconds to complete; crawl at 1 foot a second.
3 - 1	completely incapacitated.

MAKING & RUNNING THE GAME

CREATING THE CITY

This process should happen well after the characters have chosen how they are going to operate and they have made their characters.

The first step is to make what the characters are going to be dealing with. If they rob banks then the banks and what they will do need to be made. If drugs are involved then the people sold them must be made.

You proceed to do this by making 10 to 20 people or groups of people, 10 to 20 places and 3 – 6 “trigger events” that will happen to players when they do something. When you are doing this, be sure that you are creating a world for the players. Improvise more people and places if necessary.

The next step is the police. You will make 8 things the police do. They could try to send in under cover agents, guard banks, or try to get your license plates.

What may then be needed is a crime community if the players are involved in one. You should make plenty of groups and make a few points about them like they are brutal or they are prone to gang wars.

RUNNING THE GAME

When the players go to some interesting place, you go away and make it. Draw a floor plan or the objects around if outside. Then put the people in it and note what they will do. Put 1 - 3 unexpected events in what will happen to give the event a story. This could be a person drawing a gun or someone with information for the characters.

Use your prepared city to improvise what happens, making more things if necessary.