

# Life as a Warrior...

## Code of Honor

- Whatever differences you and your gang brothers might have, you all share at least one thing in common -- the Warriors are the only ones in this miserable city who have always had your back, shown you respect, and helped put food on the table for you and yours. The gang is your family, the gang is your world. Everyone else is either...
- **Cops.** The biggest gang in the city, with 20,000 trigger-happy members all packing guns. Messing with cops gets you beaten, locked up, or killed, and brings heat to the rest of the gang. Try to avoid, if at all possible.
- **Other Gangs.** The Warriors are officially neutral (and do business) with the two gangs bordering Coney Island, the Saracens and the Moonrunners. They have long-standing feuds with the Destroyers and the Satan's Mothers. Any other gang is a potential Enemy or Ally, depending on circumstance.
- **Civilians.** Anyone not a cop or in another gang... doesn't really matter much. They are just the faceless herd you prey on to survive. Unless you're actively committing a crime against them, it's like they're not even there.

## GURPS 4th Edition

- When rolling to accomplish anything, roll 3d6 -- the lower the result, the better.
  - A roll of **3** or **4** is always a critical success
  - A roll of **5** is a critical success if your effective skill is 15+
  - A roll of **6** is a critical success if your effective skill is 16+
  - A roll of **18** is always a critical failure
  - A roll of **17** is a critical failure if your effective skill is 15 or less
- **Luck.** Once per hour of *real time*, you may use your Luck to...
  - Make two more rolls after a bad roll and keep the best of the three, OR...
  - Force an enemy to do the same, but take the *worst* of the three, OR...
  - Reduce an injury you just received to a 1-point flesh wound
- If you are reduced to...
  - **4 or less** Hit Points, your Move and Dodge are reduced to half
  - **0 or less** Hit Points, you are in immediate danger of falling unconscious
  - **-1xHP or less** Hit Points, you are in immediate danger of death
  - **-5xHP or less** Hit Points, you are immediately dead

## MANEUVERS

**AIM (1):** aim a Ranged weapon/attack to get its Accuracy bonus (additional +1 for two turns, +2 for three or more turns)

**ALL-OUT ATTACK (3):** +4 to hit (+1 for Ranged), *or* two Melee attacks on same target, *or* +2 Melee damage – but NO DEFENSE!

**ALL-OUT DEFENSE (1):** +2 to one active defense, *or* two *different* defenses against a single attack

**ATTACK (1):** attack unarmed or with a ready weapon/ability

**CHANGE POSTURE (0):** switch between standing, sitting, kneeling, crawling, prone, or lying face up (lying to standing takes two turns)

**CONCENTRATE (1):** focus on a mental task

**COMMITTED ATTACK (1):** +2 to hit, *or* +1 damage (Melee only) – but -2 to usable defenses (no Parry with the hand you attacked with, no Block if you attacked with shield/cloak, no Dodge if you kicked. Cannot Retreat)

**DEFENSIVE ATTACK (1):** -2 damage (Melee only) – but +1 to Parry or Block (not Dodge), *or* +2 to DX roll to avoid falling

**DO NOTHING (0):** take no action

**EVALUATE (1):** study a foe prior to a Melee Attack or Feint for a +1 bonus per turn (max. of +3)

**FEINT (1):** fake an attack to lower your target's active defense or next attack roll by your Margin of Success. Contest of your attacking skill against target's highest combat skill, cloak, shield, or DX (whichever is highest)

**MOVE AND ATTACK (6):** move and still attack at a penalty – for Ranged, the worse of -2 or weapon's Bulk; for Melee, -4 (and a *maximum* skill of 9)

**MOVE (6):** do nothing but move

**READY (1):** prepare a weapon or other item, reload a weapon, etc.

**WAIT (var):** hold your action until something specific happens, then take an Attack, All-Out Attack, Committed Attack, Defensive Attack, Feint, or Ready maneuver as normal

## ATTACK/DEFENSE OPTIONS

**Deceptive Attack:** Target suffers a -1 to all active defenses (or Dodge only, for Ranged attacks) for every -2 you take to your attacking skill (*minimum* of 10)

**Telegraphic Attack:** +4 to hit (Melee only), but also +2 to target's active defenses

**Rapid Strike:** Make two Melee attacks, *both* at -6, to replace *one* normal Melee attack. Can target separate foes.

**Dual-Weapon Attack:** Use both hands to make two attacks (including pistols), each at -4, to replace *one* normal attack. Off-hand at the usual -4 for weapon attacks. Can target separate foes (if adjacent for Melee). Foe defends at -1 if he is the target of both attacks.

**Flurry of Blows\*:** Halve the penalty for Rapid Strike to -3 by spending 2 FP (1 FP *per* attack), OR...

**Mighty Blow\*:** Spend 1 FP to get the All-Out Attack damage bonus of +2 to a Melee Attack without losing defenses

**Feverish Defense\*:** Spend 1 FP to add +2 to a single active defense roll (except when All-Out Attacking)

**Retreat:** *Once* during your turn, move 1 hex away from a Melee attacker for a +3 to Dodge, or +1 to Parry or Block

**Dodge and Drop:** *Once* during your turn, drop prone for a +3 to Dodge against Ranged attacks

\* A critical failure on these rolls causes an *additional* 1 HP of injury to arm or leg, no DR

# Ajax

<b>Strength</b>	ST 14	Well above average
<b>Dexterity</b>	DX 13	Above average
<b>Intelligence</b>	IQ 9	Low average
<b>Health</b>	HT 12	Above average



**Personality:** Hot-headed, reckless, and resistant to authority.

**Favored Social Approach:** Intimidation (or Streetwise).

**Favored Weapon:** Baseball bat. Can also use punches, kicks, chains, clubs, and knives. Unskilled with guns.

**Unarmed Fighting Style:** Brawling, allowing you to Parry two *different* melee attacks per turn (one with each hand). No penalty against other unarmed attacks or thrusting weapons, -3 against swung weapons.

**Grappling:** Use an Attack, All-Out Attack, or Move and Attack maneuver to roll against your Wrestling skill. If your target fails to defend, you do no damage but do successfully grapple, meaning your foe is at -4 to DX (and DX-based skills), -2 to Parry/Block, and -1 to Dodge; he also cannot Step, Change Posture, or Acrobatic Dodge. Once grappled, you may then attempt a Takedown; once taken down, you may attempt a Pin.

**Unique Trait:** Daredevil. When taking an *unnecessary* risk, gain +1 to all skill rolls, and reroll any critical failures.



# Swan

<b>Strength</b>	ST 12	Above average
<b>Dexterity</b>	DX 14	Well above average
<b>Intelligence</b>	IQ 12	Above average
<b>Health</b>	HT 11	Average



**Personality:** Cool under pressure, decisive, and loyal.

**Favored Social Approach:** Diplomacy (or Streetwise).

**Favored Weapon:** Switchblade knife. Can also use punches, kicks, bats, chains, and clubs. Unskilled with guns.

**Unarmed Fighting Style:** Brawling, allowing you to Parry two *different* melee attacks per turn (one with each hand). No penalty against other unarmed attacks or thrusting weapons, -3 against swung weapons.

**Grappling:** Use an Attack, All-Out Attack, or Move and Attack maneuver to roll against your Wrestling skill. If your target fails to defend, you do no damage but do successfully grapple, meaning your foe is at -4 to DX (and DX-based skills), -2 to Parry/Block, and -1 to Dodge; he also cannot Step, Change Posture, or Acrobatic Dodge. Once grappled, you may then attempt a Takedown; once taken down, you may attempt a Pin.

**Unique Traits:** Blade Master (+3 damage with bladed weapons, already calculated on sheet), Charisma (bonuses to leading and interacting with others).



# Cochise

<b>Strength</b>	ST 13	Above average
<b>Dexterity</b>	DX 14	Well above average
<b>Intelligence</b>	IQ 10	Average
<b>Health</b>	HT 12	Above average



**Personality:** Sociable, light-hearted, and resilient.

**Favored Social Approach:** Fast-Talk (Intimidation, Streetwise).

**Favored Weapon:** Chain. Can also use punches, kicks, bats, clubs, and knives. Unskilled with guns.

**Unarmed Fighting Style:** Karate, allowing you to Parry two *different* melee attacks per turn (whether armed or unarmed), one with each hand. Retreat gives a +3 to Parry instead of the usual +1.

**Grappling:** Use an Attack, All-Out Attack, or Move and Attack maneuver to roll against your Wrestling skill. If your target fails to defend, you do no damage but do successfully grapple, meaning your foe is at -4 to DX (and DX-based skills), -2 to Parry/Block, and -1 to Dodge; he also cannot Step, Change Posture, or Acrobatic Dodge. Once grappled, you may then attempt a Takedown; once taken down, you may attempt a Pin.

**Unique Trait:** Absolute Direction. You can always tell which direction you are facing, giving a +3 to Navigation skill (already calculated on sheet).



# Snow

<b>Strength</b>	ST 14	Well above average
<b>Dexterity</b>	DX 13	Above average
<b>Intelligence</b>	IQ 11	Average
<b>Health</b>	HT 11	Average



**Personality:** Steady, cautious, and fiercely loyal.

**Favored Social Approach:** Diplomacy (Intimidation, Streetwise).

**Favored Weapon:** Club. Can also use punches, kicks, bats, chains, and knives. Unskilled with guns.

**Unarmed Fighting Style:** Karate, allowing you to Parry two *different* melee attacks per turn (whether armed or unarmed), one with each hand. Retreat gives a +3 to Parry instead of the usual +1.

**Grappling:** Use an Attack, All-Out Attack, or Move and Attack maneuver to roll against your Wrestling skill. If your target fails to defend, you do no damage but do successfully grapple, meaning your foe is at -4 to DX (and DX-based skills), -2 to Parry/Block, and -1 to Dodge; he also cannot Step, Change Posture, or Acrobatic Dodge. Once grappled, you may then attempt a Takedown; once taken down, you may attempt a Pin.

**Unique Trait:** Common Sense. The GM may caution you against actions that are particularly unwise or dangerous.



# Vermin

<b>Strength</b>	ST 13	Above average
<b>Dexterity</b>	DX 13	Above average
<b>Intelligence</b>	IQ 10	Average
<b>Health</b>	HT 13	Above average



**Personality:** Cynical, but sociable and loyal.

**Favored Social Approach:** Streetwise (Fast-Talk, Intimidation).

**Favored Weapon:** Jack-of-All-Trades, equally skilled with all common melee weapons. Can also use punches and kicks. Unskilled with guns.

**Unarmed Fighting Style:** Brawling, allowing you to Parry two *different* melee attacks per turn (one with each hand). No penalty against other unarmed attacks or thrusting weapons, -3 against swung weapons.

**Grappling:** Use an Attack, All-Out Attack, or Move and Attack maneuver to roll against your Wrestling skill. If your target fails to defend, you do no damage but do successfully grapple, meaning your foe is at -4 to DX (and DX-based skills), -2 to Parry/Block, and -1 to Dodge; he also cannot Step, Change Posture, or Acrobatic Dodge. Once grappled, you may then attempt a Takedown; once taken down, you may attempt a Pin.

**Unique Trait:** Jack-of-All-Trades. You are equally skilled with *all* common melee weapons: Bat, Chain, Club, and Knife.

