REWARDS, GEAR AND CAMPAIGN GOALS: A UNIFIED APPROACH

Design Goals:
   The first goal of the system is to get money out of the picture.   The Shadow never is scraping through his spare pants pockets for bullet money. Doc Savage has his secret Mayan gold mine, Batman has his family fortune, the Shadow has his various wealthy secret identities, and even Indiana Jones has a museum travel expense account. So, loot and monetary rewards are not the focus of this sort of campaign.   However, resource management is a part of the fun of role-playing campaigns (for many of us) and coming up with solutions using a limited set of tools is a puzzle and challenge on the game side of the equation, so equipment needs to be limited in some way.   Literature limits things by the power of plot, but since in RPG's characters have a mind of their own, that doesn't work.
   The second goal of the system is to temper the casual blood-thirsty tendencies of the role-playing crowd.   We have seen time and time again how our heroes turn to indiscriminate murder as their first resort.   Action in a modern age city has got to be different. Nevertheless, the pull of the vigilante is that he can finish the job when the police won't or can't.   This is a tension, and that tension should be a focal point, rewards should be tied to both killing and not killing, and making the choice between the two should have an impact in the rewards (since the rewards are a big motivator in play, taking the place of conscience and the like).

SECTION 1: GEAR
- <u>Personal Item:</u> Each character begins play with one piece of equipment the player considers essential to his character's idiom. This piece will be replaced at the end of a session if it is lost or destroyed during play. The "Poor" hindrance removes this benefit. The "Rich" edge increases this benefit to 2 items, and the "Filthy Rich" edge increases this benefit to 3 items.
- <u>The Armory:</u> when the campaign begins there will be a supply of weapons, vehicles and other equipment in the armory of the Headquarters Building.   The players may distribute these items as they see fit.   They can decide that the items must be "checked out" and returned at the end of a session, or can be permanently assigned to a character. Items from the armory which are lost, destroyed or used up are not automatically replaced.
- <u>Rufus Delivery:</u> at the beginning of each game session, Rufus Merriwhether will deliver a batch of equipment.   Two cards, drawn at random from the Ordinary Gear Deck for each player who shows up for the session will be dealt, the entire draw will be delivered to the Armory and can be distributed by the players.   At the end of the session, Rufus will make a similar delivery to the Armory, with a number of cards equal to the XP award for the session times the number of players. Items delivered to the armory which are lost, destroyed or used up are not automatically replaced.
- <u>Blue Card Result:</u> some blue "Special Cards" rewards will specify certain pieces of gear as a reward (a howitzer, case of grenades, new vehicle, etc). When the reward card is played, the card is collected and the corresponding gear card issued.   Some special rewards are temporary loans, some are permanent additions to the Armory. Such items delivered to the armory which are lost, destroyed or used up are not automatically replaced.
- <u>Loot:</u> players can loot equipment off of captured or dead enemies.   Armor from enemies who were shot, blown up or stabbed will be no good.   For each other piece of looted

equipment, roll 1d6, and on a 1-3 the item was damaged and is no good. Looted items which are lost, damaged or destroyed are not automatically replaced.
- Scenario Rewards: a scenario might arrange for gear to be loaned or given to the PC's either to further the plot or as a scenario reward, the GM has full latitude over this. Such items which are lost, destroyed or used up are not automatically replaced.

Deploying Gear Cards:
A character is able to use any piece of gear for which he has a card.   No card, no gear. Items that he is carrying should be placed in a pile or array in front of his character sheet. Items that are left in the Headquarters should be placed in the Headquarters folder.   Items that are carried in a vehicle should be clipped to the corresponding vehicle card.

Each gear card has an Encumbrance value listed on it. The total of the encumbrance values of the items carried by a character should be less than 5 times his Strength die, or he suffers a penalty to his trait rolls and pace for each multiple of that limit (see the rule book). At any moment, the GM may do an encumbrance check (although he should largely trust the players) to see if the penalty applies.

Cards describing consumable items (hand grenade, bottle of bourbon etc.) should be immediately returned to the deck when they are used up.

Repairing Gear:
Damage items can be repaired by using Repair skill.   Allow each character with the skill to attempt to fix one item between each session. If the damage is moderate, make a simple roll, if it is serious or major, require a raise.   If it was truly catastrophic, you may disallow any repair attempt.   Some Blue Special Rewards Cards allow for repair or replacement of damaged or destroyed items.

SECTION 2: THE KILL JAR
Vigilantes often times kill villains (the Shadow, early Batman, Doc Savage's henchmen) and often times don't (later Batman, Doc Savage).   It's a consideration for those in the business. When faced with combat, the GM will keep count of killings by using a Kill Jar. He places a chip or token in the Kill Jar under the following circumstances:
- Cop Killing: if the players kill a policeman or government official, no matter how corrupt or criminal, one chip goes into the jar for each.
- Killing Unarmed Enemies: if the players kill an enemy who is unarmed or armed only with non-lethal weapons (clubs, fists etc.), then a chip goes into a jar for each.
- Allowing Innocents to Die: if the players let innocent civilians die, for example deciding to chase the escaping bad guys rather than pulling the orphans from the burning building, then 1 chip goes into the jar for each.   If a villain holds a gun to the head of hostage and demands surrender of the players, and the PC's defiance ends up with the hostage dead, that would be a kill chip.
- Wanton Property Damage: if players use out of control vehicles, explosives, fire or super powers to destroy buildings, cars or cabbage carts, the GM should apply kill chips proportionally.
- Arguing about the Kill Jar: if you argue about the kill jar decision of the GM, you get another chip.

At the end of the session, the total number of chips in the jar will affect the rewards granted. Typically each 5 kill chips causes the potential rewards for winning the session to be reduced in some fashion (see the Pay-Out section).

SECTION 3: THE PAY-OUT

When the GM designs the adventure, he should have set up 3 possible results: Extraordinary Success, Success or Failure.   These results are cross-referenced with the Kill Jar total to come up with the rewards or pay-out.

Kill Jar Total	Failure	Success	Extraordinary Success
0-5	1-P	2-C	3-C,P
6-10	1-N	2-P	3-P
11-15	0-D	1-N	2-N
16+	0-D	0-D	1-N

Each result contains a number and 1-2 letters.
- <u>The Number</u> indicates the number of Experience Points each character gets, the number of ordinary gear cards per player that are delivered, and the total number of Blue Special Reward Cards dealt to the team.
- <u>The Letter P</u>: indicates a positive news story, which gives all members of the team a +1 charisma for the next session (plus any other benefit the GM deems appropriate)
- <u>The Letter N:</u> indicates a negative news story, which gives all members of the team a -1 charisma for the next session (plus any other blow-back the GM deems appropriate)
- <u>The Letter C</u>: indicates that the city goes wild and each time a Queen of Hearts is drawn by a player as an initiative card during the next session, unexpected help arrives for the players.
- <u>The Letter D:</u> indicates a police dragnet for the next session, and each time a Queen of Clubs is drawn by a player for an initiative card during the next session the police arrive guns a-blazing for the players.

SECTION 4: THE GANG SCORE-BOARD AND DAMAGE TO GANGS

The Ultimate Goal of the Gotham City Restoration Project (and the campaign) is the defeat of the evil forces working to tear the city apart.   Of course, it will be Team C upon whom that defeat will be accomplished or not. To chart progress there will be a gang score-board that tracks damage to each of the evil factions. (Note that below Gang and Evil Faction are totally synonymous).

Damage to Gangs: each time an ordinary gang member is killed, run out of town or convicted and imprisoned the gang suffers 1 point of damage.   If the same happens to a Crew Leader, it is 5 points of damage. If the same happens to a member of the senior leadership or associated super-villain, it is 10 points of damage. Note, this brings up a serious decision about what to do with prisoners, killing them hurts the gang, but gets chips put in the kill jar. Finally, each time a scheme of a gang is foiled by the PC's, it inflicts 1d6 damage on the gang.

Gang Recovery: each time a gang captures a PC, or NPC under their protection, or active Wild Card ally of the players, the gang is healed 5 points (even if the captive escapes or is recued). If such a person is killed by the gang, it is healed 10 points. Any session where a damaged gang is left alone by the players results in the gang healing 1d6 points. Any time a gang succeeds in a scheme when the PC's were trying to stop them, heals the gang 1d6 points.

Effects of Damage: at the end of each game session, damage and recovery for the gangs is tallied and entered on the Score-Board.   All gangs begin in Standard Condition, but each time a gang crosses damage number even divisible by 50 it must make a status check on the following table. The GM rolls 2d10 and subtracts 1 for each 50 damage points that the gang currently totals.

Dice Total	Gang Status
3 or less	**Gang is Broken**, all members suffer -3 to Spirit checks, extras will flee if confronted by PC's, gang suffers a permanent -2 penalty on this table, gang may dissolve if special condition met.
4-6	**Gang is Desperate**, all members suffer -2 to Spirit checks, extras must make a spirit check or flee if confronted by PC's.
7-9	**Gang is Demoralized:** all members suffer a -1 to Spirit checks
10-14	**Gang is in Standard Condition**
14-17	**Gang is Energized:** all members gain a +1 to Spirit Checks
18-19	**Gang is Vengeful:** all members gain +2 to Spirit Checks, when confronted by PC's will always make Lethal Attacks
20+	**Gang is Zealous:** all members gain +3 to Spirit Checks, when confronted by PC's will always make Lethal Attacks, every time a PC draws a Queen of Spades as initiative in combat, a squad of this gang shows up to attack the party.

Destruction of a Gang: the session where a gang reaches Broken Status, the GM for that session should create a special secret condition for that gang and seal it. If that condition is ever met, the gang will be considered to be destroyed or dissolved. It is up to the GM in question as to how the PC's can discover the condition.

Supervillain Recruitment: before the session begins, the GM should draw a card for each gang that is not in "Standard Condition". Any gang that draws a Club has recruited either a group of Wild Card hitmen or a Supervillain to deal with the players. The GM should have at least one attack made during the session by one of the active supervillains or hit squads.

Campaign Rewards: each time a gang is destroyed, the PC's all get 3 bonus experience points, and the team gets 3 blue reward cards, in addition to the regular mission results.

Campaign Victory: if the players destroy 5 evil factions then the tide has turned and the city saved.   They have won the campaign.