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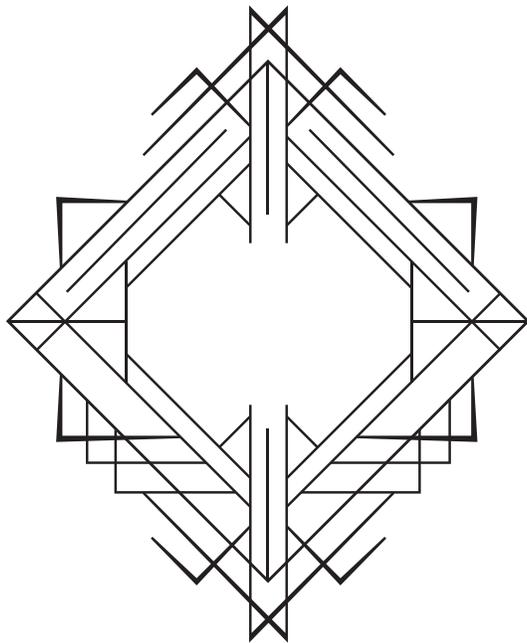
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The life of a detective is not a simple thing to understand from the outside. When things are busy, you're helping people with their problems, answering questions they never could. The answers don't always make them happy, but they're almost always better off knowing. You don't have to be the sort of person who reflects much on their place in the cosmos to feel like you're someone society needs. You fill an essential function. You're an agent working against the darkness in your own way. But when things slow down, it's hard not to feel yourself rooting for that same darkness—just a little. Wishing a sleeping dragon would awaken just so you could vanquish it.

— "Justice and the Deluge", *Black Jack Justice*, Decoder Ring Theater

Gregg Taylor

You're about to take on a vicious criminal. A man with money and power the like of which an honest man can never have. A man with an awful short temper and an even longer reach. And you're going to do it for a girl you've known for a month. You know what you've got to do?

You've got to ask yourself a question, kid.

Is she worth dying for, or do you just hate to lose?

— "Justice in Love and War", *Black Jack Justice*, Decoder Ring Theater

Gregg Taylor

Flying Squirrel: I thought while we were here maybe we could catch a show.

Red Panda: What?

Flying Squirrel: It's just I've never been to New York before, and I was hoping we could watch something on Broadway...

Red Panda: You mean while we're here trying to stop a mad scientist from unleashing destruction on a scale we can't even comprehend while staying on the good side of the local masked vigilante community who think we're the bad guys?

Flying Squirrel: Yeah, pretty much.

Red Panda: I don't see why not.

— "Murder Wears a Mask", *The Red Panda*, Decoder Ring Theater

Gregg Taylor

Meanwhile, in a run-down bar half a world away...

The dealer flicked her a card.

The detective grinned from underneath her fedora. Hazy smoke from the cigar clamped between her teeth blended into the general fug of the speakeasy—spilled booze, stale sweat, and old tobacco. A chorus of groans went up around her as the card came to a halt. The detective hooked her thumbs in her suspenders and leaned back in her chair.

“So boys,” she almost cackled from one side of her mouth, ticking her head at the cards on the table before her. “Anybody going to stick for the pair of ladies? No? None of you big strong men big and strong enough for the three of us?” The detective rolled up her sleeves and puffed on her cigar.

Cards slapped the table as the other players disgustedly folded, one after the other, and their collective grumbling masked the heavy footsteps of a pair of approaching torpedoes—a giant of a man and a cyclopic automatic scrapper. The detective leaned past her glass of liquor, over the table and was scooping up her winnings when the Man With No Neck slapped a meaty paw around her wrist.

“Mr. Scarpetti said yous to come with us,” he rumbled.

“Mr. Scarpetti says a lot of things. If he wants to see me he can send roses and a bottle of whiskey like any of my other upstanding suitors,” the detective said around her cigar.

“Mr. Scarpetti also said we’s to bring you whether you got a broken jaw or not.”

“Did he now.”

“He did.”

“Specifically, in fact,” the automaton chimed in, its voice caustic with a popping buzz.

“Well. That changes things, now doesn’t it.” The detective pulled deep on her cigar, the tip glowing with a ruddy light. Moving in a blur, she grabbed her cigar with her free hand and ground it viciously into the back of the man’s hand. He roared and snatched his hand back. The detective, in turn, snatched up her glass and tossed the contents into the automaton’s air intake. The automaton’s eye flashed crimson as fire belched from all the ports in its head, its fists smashing wildly onto the table, spraying money and drinks into the air. Without missing a beat, the detective hauled off and punched the first mook in the throat, then drew a snub-nosed revolver from the holster at her side. She pointed it at the automaton’s one, staring eye.

“Like I said. That changes things. You tell Mr. Scarpetti that if he wants to see me, he better add chocolates to that list of gifts I rattled off before.”

What is All This?

Lost Idolons: Hellcat Jive is a dieselpunk setting with noir sensibilities and eldritch undercurrents. Players assume a persona, or “character,” they create for themselves, and through this character collaborate with others to tell the story of a world of two-fisted pulp action, moral ambiguity, and occult mystery. Players use Nerf guns and boffer weapons to enact a free-form theatrical style of combat.

Hellcat Jive’s mood of perilous investigation and gritty action is only sustainable through consistent, persistent roleplaying on the part of Staff and Players alike. With your help, *Hellcat Jive* will be a thoroughly entertaining, immersive game for all.

Hellcat Jive is for mature participants only.

The *Hellcat Jive* L.A.R.P. makes use of the Accelerant gaming system owned by Chimera Entertainment.

The Method to the Madness Policies, Safety Mechanics, and Game Culture

As part of our commitment to creating and maintaining a safe, inclusive, and respectful space, Darksteel Games has instituted the following measures and policies, and strives to embrace the cultural goals below.

Hellcat Jive: A Game for Mature Audiences. And Participants.

Not so much a policy as a clear statement of content: *Hellcat Jive* is a L.A.R.P. meant to immerse Players in a complex, darkly “human” world.

Hellcat Jive will include subject matter meant to disturb. Story elements will include, but not be limited to, issues of: trauma, systemic and personal abuse, mental illness, self destruction, addiction, the horrors of war, genocide, body horror, societal complacency, discrimination, institutionalized paranoia, privation, destructive nationalism, and a host of other terrible things.

Note that *none* of what we deal with will be based on Out of Game demarcations—we are very intent on creating and maintaining a healthy, safe, and welcoming environment. We absolutely encourage Players or NPCs to come to us with any concerns they may have with how we are handling a specific issue or set of issues. Likewise, we ask that participants in *Hellcat Jive* be particularly mindful of Out of Game issues such as religious intolerance, sexism, racism, and the host of other phobias and -isms that are unacceptable in a polite society. While we intend to address the aforementioned variety of issues in the game, and such can offer profound roleplaying experiences, all such endeavors will be *strictly* in game, based on elective, *in game* demarcations.

As an additional note: Players at the *Hellcat Jive* L.A.R.P. are not allowed to play unabashedly evil characters. Similarly, Players may not play characters who are members or supporters of *Hellcat Jive*’s Eienstadt party.

Checking In

Darksteel Games strives less to give Players “fun” and more to give Players “an unforgettable experience.” We use the medium of L.A.R.P. to have mature discussions about important topics. We rarely pull our punches.

That does *not* mean we ever want to push people well and truly into places they do not want to be. To this end, *Hellcat Jive* includes a Check In mechanic¹ so as to help people to be only as horrified and outraged as they want to be during game. As part of the *Hellcat Jive* community, participants are expected to understand, adopt, and employ the mechanics described below to help us create an atmosphere that is both safe and immersive for all concerned. It is *imperative* that we respect each others’ limits and attach no stigma to the use of any of the following mechanics.

If you, as a participant, have a concern that another party is misusing the mechanics below, please bring your concerns to Staff rather than approaching the party directly.

Thank you for helping us be the best community we can be!

The Check In Mechanic

If at any time you are concerned that someone is having Out of Game (“O.O.G.”, as opposed to In Game or “I.G.”) difficulty handling participation in a particular scene, make a thumbs up sign in the middle of your chest and direct it at the person you are concerned about. They should reply with one of the following signs:

- 1) Thumbs Up: This means everything is fine and play should continue as normal.
- 2) Waffling Hand (hand flat and rotated at the wrist): This means that the person is unsure how they’re doing. Please quietly check in with them before continuing with whatever you’re doing.
- 3) Thumbs Down: The person is O.O.G. not okay with what’s going on. Please quietly check in with them and perhaps escort them to a “safe place” as Shadows² if they’d like. Staff attention may be warranted, though that is at the discretion of the party who is not doing well (that said, we the Staff will always come help if we’re asked to!).

Bowing Out

If at any time you have an O.O.G. need to leave a particular scene but do not want to either disrupt the scene with your departure or call O.O.G. attention to yourself, you may Bow Out. In order to Bow Out:

- 1) Place one hand on the back of your head.
- 2) Tilt your head slightly downwards to ‘disengage’ from the scene.
- 3) Quietly leave the scene.

If someone Bows Out of a scene, they are doing so specifically to *avoid* drawing I.G. attention to their decision to remove themselves—please do not comment on their leaving I.G., though you may Bow Out

¹ The mechanics described herein have been pioneered elsewhere. Credit seems to most often be ascribed to people including, but not limited to: Aaron Vanek, Kirsten Hageleit, Matthew Webb, Johanna Koljonen, and Riley Seaman.

² “Shadow” is a call made to indicate that someone is O.O.G. Please see Page “Spirits, Ghosts, and Shadows” on page “Spirits, Ghosts, and Shadows” on page 96 for further information.

yourself to check on them if you feel so inclined.

People who have Bowed Out are effectively Shadows until they intentionally resume play.

An Open Invitation is an Invitation Nonetheless

While *Hellcat Jive* is not restricted to any specific list of participants (bring your friends! We love new L.A.R.P.ers! We love L.A.R.P.ers coming back after a break!), we, the Staff, reserve the right to issue “disinvitations” at our sole discretion. Generally, anyone exhibiting problematic behavior can expect a friendly and earnest conversation before we even get to any kind of “warning” phase, but different forms of problematic behavior warrant different forms of response—and safety, in all its forms, is our paramount concern.

Fostering a Safe Space—Our Code of Conduct

Darksteel Games (DSG) is dedicated to providing a harassment-free L.A.R.P. experience for everyone, regardless of sex, race, religion, gender identity and expression, sexual orientation, disability, mental illness, neuro(a)typicality, physical appearance, body size, age, or nationality. We do not tolerate harassment of Hellcat Jive participants in any form. Explicit sexual language and/or imagery is not appropriate for any Hellcat Jive venue, including non-combat events.

Our full Code of Conduct³ (available at: <https://www.hellcatjive.com/code-of-conduct>) applies to all Hellcat Jive spaces both offline and on, including our Facebook Page, Google Groups, mailing lists for PCs and NPCs, and all in person events. Some Hellcat Jive spaces may have additional rules in place, which will be made clearly available to participants. Participants are responsible for knowing and abiding by the Code of Conduct both during and between Hellcat Jive events.

Hellcat Jive participants violating these rules, whether during a Hellcat Jive event, in a Hellcat Jive space, or in other spheres of their lives, may be sanctioned or expelled from Hellcat Jive and other DSG events without a refund at the discretion of the DSG Staff.

Doing Our Part as Part of the Community

Hellcat Jive is part of the Accelerant/L.A.R.P. community. We do not exist in a vacuum.

To quote/borrow/paraphrase from one of our sister games⁴:

As a rule, we support the other games in the Accelerant community. While every game is different, in the interest of creating and maintaining a safe and respectful space, we ask that Players at *Hellcat Jive* recognize themselves as participants in the larger Accelerant community. Problematic participant behavior, particularly bullying, discriminatory, and/or abusive behavior, is taken very seriously by the Staff at *Hellcat Jive*—whether that behavior takes place at *Hellcat Jive* or another game entirely. If the Staff of *Hellcat Jive* receives a report that a Player or other participant has exhibited problematic behavior at another game, we will reach out to that individual so as to understand their side of the situation. The Staff of Hellcat Jive may or may not issue a warning, disinvitation, or ban, as necessary. This is part of our effort to rectify the issue of “missing stairs” within the Accelerant/L.A.R.P. community.

3 Our Code of Conduct is based on an example created by the Geek Feminism wiki/community.

4 Courtesy of After Dark, with permission. Thank you, After Dark!

We respectfully request that people who are not People of Color refrain from playing characters who are People of Color. We will not police you nor ask questions should you choose to play a Person of Color—that’s not our job, and we don’t want to make assumptions about your racial and/or ethnic background. This may feel like an imperfect solution to people, but it is one of the rules to which we will be adhering. We ask that you respect the People of Color associated with Hellcat Jive by abiding by this request.⁵

And We Do It Sober

Hellcat Jive is an alcohol, tobacco, and recreational drug-free game. Usage of alcohol, tobacco, or recreational drugs on site, or playing while impaired or under the influence of such substances, is grounds for an immediate and permanent ban.

No Physical Contact

While this is, in fact, a tenet of the core Accelerant rules set, it bears repeating. Do not touch other people without specifically obtaining their consent beforehand. From hugs to handshakes to forcibly backing over people in combat, undesired physical contact is against both the rules and the policies of the game. Accidents do happen, but that’s an explanation, not an excuse, and we won’t truck with anybody being made to feel uncomfortable and/or stepped on (figuratively or literally).

Darksteel Games Has a Memory

The Staff of Darksteel Games well and truly believes in the capacity of individuals to change and improve over time. With that tenet firmly in mind: we also understand that such change can be difficult, and that some patterns of behavior are very hard to break.

Individuals who have exhibited problematic behaviors at *Lost Eidolons* or *Occam’s Razor* should understand that their participation in *Hellcat Jive* is an extension of previous experiences, not an entirely clean slate. That said, if you were welcome at the finale of *Occam’s Razor*, you are of course welcome at Hellcat Jive. We sincerely hope that issues in the past are in the past, and that the future holds nothing but great experiences for everyone at the game.

Upsell, Upsell, Upsell

Philosophically, D.S.G. encourages players to routinely ask themselves: “Is my roleplay increasing the fun of the people around me? Am I upselling the roleplays of others and contributing to the experience of the community in a positive manner?” We ask that participants do what they can to add to the immersive experience of everyone at *Hellcat Jive*, and that people take the game world as seriously as it is presenting itself at the time. While there may well be moments of levity or absurdism, at heart, *Hellcat Jive* is a serious game. Staff will do what they can to make the terrifying things appropriately terrifying, and we ask that Players help by refraining from using infantilizing nicknames for scary things or otherwise undercutting the gravitas of such situations.

⁵ Thank you to After Dark for letting us use their language regarding Non-PoC playing PoC characters.

Try Not to Kill Each Other

Players undermining or vehemently disagreeing with one another can make for some great role playing. When handled poorly, though, it can make people very, very uncomfortable. While we encourage dramatic tension between Players as a source of interesting encounters, we do not condone “Player vs. Player” combat or a “PvP” mentality. We are all going to tell a story together—that doesn’t usually work out so well if half of us are killing the other half.

Similarly, before engaging in any overly aggressive or loud roleplay, make sure you check with the other party first! Maintain a safe and respectful distance from other Players at all times (e.g., don’t shake your fist in someone’s face).

The aforementioned Check In mechanic can help with all of this—please use it.

If you are having a problem with another Player, please discuss the issue with Staff! We will gladly talk with you and help to solve the issues. Please do *not* just start swinging at each other (In or Out of Game).

You Can’t Save Everyone

While we absolutely encourage Players at *Hellcat Jive* to do their utmost to accomplish their goals, it is important to understand at the outset that failure is, in fact, an option. Most of the time, Masked Avengers and Intrepid Pilots and Gritty Detectives will be able to eke out a win if they give it their all. Their success is not guaranteed, however. It’s a staple of the Noir genre:

Some battles cannot be won. Some people cannot be saved.

We believe that hard fought victories are all the sweeter for the efforts spent to win them—and that paradigm only functions correctly when the heroes of the piece are capable of losing. While the Staff of *Hellcat Jive* is staunchly in the Players’ corner (we’re all friends telling a story together, after all!), Players will face difficult challenges. Inevitably, there will be some challenges which need to be undertaken over time, or require multiple attempts, or, rarely, the heroes will need to cut and run to live to fight another day. Everyone will have more fun if they align their expectations with the philosophy of the game.

You Do Not, in Point of Fact, Need to Push The Big Red Button

Jeff: That’s not the way to win.

Kathie: Is there a way to win?

Jeff: There’s a way to lose more slowly.

—*Out of the Past*, 1947

Some segments of the L.A.R.P. community believe that “Bad Decisions = Plot.”

That is not the case in *Hellcat Jive*. With a game as staunchly entrenched in a moral quandaries and ethical dilemmas as *Hellcat Jive*, Players will have to make many choices—and often times, none of those choices will be “good,” let alone “right.” Obviously, we want Players to ‘remain true to their characters.’ We also want everyone to understand that there is no need to intentionally make bad decisions—bad decisions don’t get characters plot, they get characters killed.

The Setting

Hellcat Jive takes place on a planet called Ayos. Ayos has a diverse geography which includes environments ranging from trackless wastes and lush jungles to jagged mountains and vast seas. While much of the surface has been mapped by humanity, as much or more remains unexplored. Ayos is a very, very large place, and often inhospitable to humans. Vicious wildlife, deadly diseases, and strange phenomena all render the world quite dangerous. Humanity has survived to the present day by living in roughly a dozen huge, walled Cities. Small communities are virtually unheard of, quickly swallowed up by one catastrophe or another soon after settlement.

Housing millions of sentients apiece, most Cities are nations unto themselves, separated from their siblings by thousands of miles of hazardous wilderness. Only the advent of red diesel technology has allowed humanity fast, reliable transportation and communication between Cities, and even today it can take an airship or aeroplane a week or longer to travel from one City to another.

Despite the wonders created by modern science, the world is still a dark and difficult place. The Great War, a global conflict of unprecedented size and scope, ended just over a century ago. The resulting chaos and devastation threw humanity into a spiral of cultural and technological regression, and the accompanying economic depression proved devastating for recovery efforts. The Dark Times, as they are known, lasted for generations, and it is only within the past few decades that human civilization has begun to regain its footing and resume the inexorable march of progress.

Magic and Technology

While magic and the supernatural are present in *Hellcat Jive*, society at large considers reports of such things to be exaggerations or fabrications. With the advance and acceptance of science and technology, stories of mages, alchemists, and miracles seem more and more far-fetched with every year that passes. That's not to say that Player Characters can't be informed about the numinal world, but rather a statement to help in understanding the status quo on Ayos. Generally and on par, the supernatural is "forgotten," while the wonders of science loom large in the public consciousness. This is due in no small part to the advent of "red diesel."

One of the more unusual chemical oddities on Ayos is a substance called tanzolium, or "tanzo" for short. While large, pure crystals of the stuff can be mined in a handful of (very valuable) locations, "tanzolic soil," dirt and earth mixed with tiny tanzo granules, is much more prevalent. The mining and refining of tanzolium is a booming, immensely profitable industry because of the tremendous industrial power and value that tanzo stores represent.

Through a complicated, dangerous process involving nitration, baths in organic acids, and other, more obscure procedures, tanzolium can be combined with petrochemicals to create "red diesel." Red diesel behaves like normal diesel in most ways. There are a few significant differences, though, the most obvious of which are that red diesel glows red, and that it produces an amount of energy similar to normal diesel at any given moment—but it can do so for much, much longer.

Essentially, red diesel powers amazing machines that don't need refueling nearly as often as they "should."

The Cities

As mentioned, humanity on Ayos resides in a series of city-states, with very, *very* few small settlements viable outside of the walls. There are no small towns or quaint villages—only vast, crowded Cities, each a sprawling metropolitan nation-state unto itself. The Cities are sketched out below, and full write-ups are available through our website at <https://hellcatjive.com/rules>.

Alden

The City of Alden is a gothic metropolis sprawling beneath a perpetually leaden sky, heavy with the smoke and smog of industry. Black rains stain concrete and ancient brickwork alike, and to live in Alden is, on some level, to Endure. Huge and bustling, the City houses gargantuan factories, illustrious universities, and many, many people. The wrought iron filigree adorning ancestral manses flourishes alongside the most modern of architecture, and there is an air of tense antiquity that is difficult to escape. Closed circuit television cameras mounted in the mouths of gargoyles supplement the patrols of the constabulary, and it is a rare night that passes without an anarchist's bomb going off or a subversive group being raided by government forces.

Elenzio

To walk the streets of Elenzio is to feel the past and present collide. Masterwork automata race along beside canals, darting between elegant statues and vaulting fountains that are centuries old. Limestone townhouses and marble-columned villas share the skyline with stuccoed tenements and concrete factories. Impressive as some of the modern buildings are, though, nothing in the City stands taller than the Great Spire of the Cathedral of Phenex. Despite the grandeur and beauty apparent to even the most casual of observers, times are hard in Elenzio. For every breathtaking walled estate there are ten blocks of crumbling slums, and poverty and privation are widespread—particularly in the ghettos set aside for occupancy by undesirables and non-believers.

The Federated Cities

Unique among the City-states of humanity, the Federated Cities is comprised of three separate metropolitan areas linked physically by rail, road, and river, and historically by common culture and heritage. While the geographies and topographies of Falls, Thorncrag, and Waypoint are wildly disparate, there is a single, universal spirit shared by the people of each. From the gleaming academic towers of Falls, to the hardened streets of Thorncrag, to the neon-lit night clubs of Waypoint, the people of the Federated Cities tout personal freedom and individual potential as fundamental rights. The oft-times cutthroat political and economic conditions, however, have created a severely stratified society despite the egalitarian ideals at the core of the Federated Cities, and it can be difficult for moguls in the booming entertainment and industrial sectors to imagine the lives of the denizens of the shanty towns and slums.

Phong Tai

A City in self-imposed isolation, the cyclopean pagodas and terraced districts of Phong Tai's Hidden City rear up hundreds of feet higher than the curtain walls of the Diplomatic Cove. That division is emblematic of many parts of Phong Tai as both a City and a culture—a carefully constructed facade accessible to outsiders, compartmentalized and juxtaposed against an inscrutable inner world. Phong Tai has never forgotten the gunboat diplomacy Alden used in acquiring a “lease” of Xian Dao, and that piece of history has informed much of the evolution of the modern City. Indeed, the artificial bay of the Diplomatic Cove was created specifically to offer foreign powers a berth for trade and messenger vessels while maintaining the seclusion of Phong Tai proper.

Loreard

Towering behemoths of concrete and steel, the skyscrapers of Loreard stand as brutalist testaments to the power of the Einstadt political machine. Draped in enormous party flags, the buildings are designed to impress upon residents a sense of monolithic loyalty and purpose—and impose upon outsiders the true might of Loreard. By channeling sunlight and shadow, wind and weather, the City itself serves in many ways to control and inspire those that live within its cyclopean walls. Flights of aeroplanes and airships circle relentlessly in the skies above, ever vigilant for signs of unrest from without or within. While the sprawling, vermiculated alleys and tenements of the Old City cling to existence on the periphery, the unforgiving, calculated recent construction is the unmistakable new shape of Loreard.

“I may be a crook, but I’m no Einstadt!”

A Warning Regarding Loreard

To be perfectly clear: the Einstadts are the Bad Guys. While we as a Staff do try to present a game with a lot of “grey morality,” in this one thing we should be perfectly, absolutely clear: The Einstadts are the Bad Guys.

People may choose to play a character from Loreard. If they do so, they should be aware of the baggage such a choice will entail. If someone wishes to play as a rebel or defector—that could make for a compelling, challenging story. Portraying a Loyalist from Loreard is not something we condone, however. While we encourage Player versus Player tension, we do *not* encourage Player versus Player combat, and portraying anything the entire Player base is set to rally against is not in keeping with the spirit of the game.

Skvalgaard

Skvalgaard is the northernmost human settlement of any size. Small by the standards of most Cities, it is home to a people both fiercely independent and remarkably egalitarian. With politics conducted by way of direct democracy, “politicians” are quite rare among the Skvals. Nonetheless, what is most striking about Skvalgaard is neither its people nor its government, but rather its environs. Built at the base of Hjemsoktis, a gargantuan frozen waterfall or glacier, Skvalgaard serves as not only a trading hub and population center, but also as the base camp and point of origin for many academic expeditions. Adventurers and scientists come from all over Ayos to explore the mysteries of Hjemsoktis—and the ancient, alien city entombed in its icy grip.

Volskagrad

A monument to the power of the Proletariat, Volskagrad is a study in extremes. Onion-domed minarets and baroque governmental buildings stand in stark contrast to utilitarian housing districts and omnipresent military fortifications. After the Volskagradian People’s Collectivist Party overthrew the Tzarina in the Winter Revolution, the V.P.C.P. consolidated its rule by doubling down on military expenditures and civil engineering projects. Every major intersection in Volskagrad is guarded by human troops, in powered armor or backed by automatic soldiers, and lightning cannons are a common sight. Despite the lofty goals of Collectivism, dissidents seek to undermine the V.P.C.P. When identified, such enemies of the people are usually either relocated to work assignments in the Volskagradian sister City of Zyebrinsk or simply disappear.

Xian Dao

Nominally a colony City of Phong Tai, Xian Dao is currently a protectorate of Alden thanks to a ninety-nine year lease obtained by way of superior naval firepower. Needless to say, this has created a society with deep divisions—Phong Tai loyalists, Aldish expats, and Xian Dao separationists all earnestly claim the title of “patriot.” Despite these inherent and abiding issues of cultural identity and political sovereignty, Xian Dao serves as a very attractive (and lucrative) port of call for trading factors and merchants. Due to the unique situation of this island City, official taxes and tariffs are remarkably low. Bribery is something of a constant among customs officials, but for that small price visitors can buy and sell just about anything anyone could want.

Il Zindan

All of Ayos suffered when the Thek went mad—but no place came closer to total annihilation than Il Zindan. The Dwelling in Darkness, once a bustling metropolis of ziggurats and tunnels, is now known as the Dead City, its ruins and broken remnants shrouded in the depths of the crevasse. The descendants of those few humans who survived the fall of the Thek no longer reside in the chasm itself, but have instead built a small City of their own—New Kyfe. For years, foreign powers sent agents and expeditions to New Kyfe in an effort to purchase or procure Thek artifacts, but with the recent discovery of considerable Tanzolium reserves nearby, the Zindani people are poised on the brink of an industrial resurgence.

Zyebrinsk

The people of Zyebrinsk are much like their City—cold, grey, and grim. Ceaseless plumes of ash from the City’s manufactories combine with frequent snow falls to blanket everything in a sooty, staining muck. Touted abroad as “Volskagrad’s Sister City,” it is an open secret that Zyebrinsk is little more than a penal colony of monstrous size. Regardless of species or origin, the population of Zyebrinsk can be neatly divided into two categories—those who are free to leave, and those who are not. For some, a tour of duty in Zyebrinsk is a means to career or political advancement. For most, though, existence is nothing more than a grimy repetition of days spent paying off a crushing debt to the State—real, imagined, or inherited.

Domus Alba

Perhaps unique on all of Ayos, Domus Alba is the dangerous, shining jewel of the Separic Ocean. A small City with no armies, external ties or allegiances. Located midway between the eastern and western continents, Domus Alba serves as a port of call for all manner of aircraft and ocean-going vessels. While more than one City has laid claim to the archipelago at one time or another, none have managed to make their claim stick, either through political pressure or force of arms—every member City of the international community has a vested interest in ensuring that the port remains accessible to their nationals.

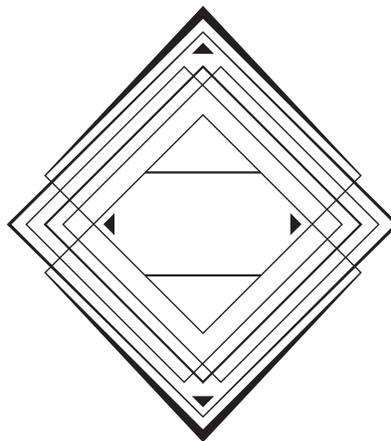
Corporate interests have sunk considerable money and energy into Domus Alba. There are operational mines, an offshore drilling platform, and a refinery in full production that can attest to that. Nonetheless, with the political situation precluding a strong military presence, pirates (airborne and otherwise) are a constant threat, and private security firms are in high demand—both to guard against raiders and in an effort to ward off all manner of other hazards.

There are many weird tales of ships appearing at dock with no crew aboard, or foundering on uncharted isles in waters thought to be well mapped (the Domus Alban salvage industry is booming). The Mare Nimbus, a gargantuan fog bank that ebbs and flows with no care for the tides or weather, routinely reveals unknown islands or, conversely, swallows people, vessels, and landmarks without a trace.

Despite initial appearances, Domus Alba is far from lawless. The City is ruled by an elected mayor, who in turn employs a variety of officers of the law to maintain order. It is true, though, that the infrastructure of Domus Alba is open to “profitable exchanges,” and crime, both organized and amateurish, is a common factor in everyday life.

A heady land of opportunity and tragedy, a place of exile and escape, a City of outcasts and entrepreneurs—Domus Alba welcomes one and all.

Hellcat Jive will largely (though certainly not exclusively) take place in and around Domus Alba and the various points of interest in the archipelago.



Origins

Players at *Hellcat Jive* can choose to create a character from a number of different origins. Origins are our designations for similar groups of sentient beings which are somehow separate and apart from baseline humans. Unless they are, in fact, baseline humans, as humans are an Origin.

Humans

The humans of Ayos are largely indistinguishable from the humans of modern Earth. They live, they love, they dream, they die. They fight. Sometimes a lot.

The history of humanity on Ayos stretches back 1,116 years. According to Phenexianism (the most widespread group of human religious sects including the Church of Phenex, the Chayodyne Order, and the Eastern Phenexian Church), in the year 0, an angel named Phenex created humans and set them in stewardship over Ayos.

Scientists offer a different explanation.

Within the past century or so, the Theory of Evolution has taken deep root in the scientific community. While no immediate ancestor of humanity has been found as of yet, the fossil records give ample evidence of mammals going back several epochs. Surely it is merely a matter of time before the “missing link” in the evolutionary chain is discovered.

Those who subscribe to the Theory of Evolution believe that some form of catastrophic event occurred approximately 50,000 years ago. This event released cosmic rays which forced mutations in a number of species on Ayos, including the forebears of modern humans. The rise of humanity was a slow crawl at first, but as humans mastered technologies at an ever-increasing rate, so too did their rise to prominence accelerate. It was only a little over 1,100 years ago that humans discovered writing, and thus began recorded history.

The Secret History of the World, Part 1

People who have been involved in the *Lost Eidolons* or *Occam's Razor* L.A.R.P.s may be aware of certain aspects of the history and cosmology surrounding Ayos. While we won't try to ask people to “unlearn” anything they may think they know, it is worth pointing out that the history and knowledge base contained in this and other *Hellcat Jive* documents is the widely accepted view of reality.

Those spouting tinfoil hat theories that contradict public knowledge will most likely be dismissed as cranks (or viewed as dangerous lunatics, depending). We'd appreciate it if such individuals limit the volume at which they rant their conspiracy theories and doomsday prophecies so that those looking to approach Ayos with fresh eyes may do so. That said, if someone asks a specific question, answer them freely if you like.

No prior “fluff” knowledge is required to play or enjoy *Hellcat Jive*.

Automata

Artificial beings crafted in the general shape of humanity are a common enough sight in the Cities. From the armored behemoths of Volskograd to the masterwork messenger frames of Elenzio, each City uses automata as workers, servants, and even sometimes as soldiers. The vast majority of automata are “drones,” mindless robots that carry out their assigned tasks by rote. Rarely, though, and for no known reason, some drones develop sentience. These so-called Individuated Automata, or I.A.s, are the subject of much study, speculation, and consternation among academics and mechanics alike. Different Cities afford Individuated Automata widely differing levels of legal recognition and social integration. Even in the most accepting and egalitarian of societies, however, I.A.s are regarded with no small degree of confusion, if not suspicion.

Costuming and Roleplaying Requirements: All visible skin should be metallic (either through makeup, a mask, or prosthetics such as plates and rivets). Clothing should be appropriate to whatever City the Automaton calls home. Players do not need to bulk up with tubes or wear cardboard boxes, though well done armor plating and the like is of course welcome. The costume must incorporate some form of lighting (red to indicate running on red diesel, blue to indicate running on voltaic current)—the lighting can be as simple as a battery powered glowstick or as complex as an engine backpack with LEDs and gauges. Also, please bear in mind the aesthetics of *Hellcat Jive*: if your costume calls to mind the Art Deco aesthetic, or would look at home on a World War 2 battlefield, that would be swell.

Blooded

A rare hematophagic subspecies of humanity, the Blooded have a number of biohelical variations which manifest in specific morphologies and behaviors. Chief among the unusual aspects of the Blooded is their ability to metabolize their own blood, a chemical process which frees up tremendous amounts of energy. The Blooded can use this energy to a variety of ends, from moving with great speed and force, to accelerating the rate at which their bodies heal.

Curiously, this process is severely impeded by exposure to ultraviolet radiation. Indeed, severe photolethargia is another hallmark of the Blooded.

It is worthy of note that the aforementioned bursts of cellular activity are tremendously taxing, and while the Blooded slowly produce blood of their own, they must consume human blood to replenish their blood supply in a timely fashion.

Costuming and Roleplaying Requirements: Visible skin should be covered in pale (though not chalk white) makeup. Fangs must be worn on the upper canines. Black or red coloring should be applied beneath the eyes to emphasize a tired, gaunt, or feverish appearance. Red contact lenses are encouraged but by no means required.

H.A.V.O.C.s

Originally conceived as a way to counter Alden's Blooded troops, the H.A.V.O.C. process—Human Advancement Vector: Operant Conditioning—was developed to enhance normal humans well beyond their standard limitations. Stronger, tougher, and faster than any unmodified human could hope to be, the so called "H.A.V.O.C.s" have proven to be a successful, if expensive, military endeavor for a number of Cities. Despite the different Cities adopting somewhat disparate methodologies, the results are often remarkably similar. The various processes are not without complications, however. Individuals in the programs undergo tremendous strains, psychological stresses, and physical changes. Because of this, H.A.V.O.C.s tend to exhibit addictive and thrill-seeking behaviors, and have a propensity for mental and physiological instability under severe duress.

Costuming and Roleplaying Requirements: Players should choose one of two alternative costuming requirement sets when creating their H.A.V.O.C. character:

- 1) *The Enhanced:* Cheekbones should be severely highlighted to appear chiseled or sharp, and an overall "better than life" appearance should be adopted.
- 2) *The Modified:* Makeup representing scars, stitches, and grafting locations should be applied to the face and visible skin.

Homunculi

A mystery wrapped in an enigma, no one knows where Homunculi come from, or why there seems to be more of them every year given that they have no apparent means of reproduction. Homunculi are often ignored as unseemly, or persecuted for their strange behaviors and demeanors. Utterly unable to make any sort of vocalization and prone to violent outbursts, homunculi are nevertheless valued in some circles as dedicated, competent workers. While they generally lack fine motor control (and, in some cases, lucidity), they can be exceptionally loyal when treated kindly. Though rarely witnessed, homunculi are known to communicate to one another by way of a series of pictograms. It is unknown how complex this language is, or whether there are regional dialects.

Costuming and Roleplaying Requirements: All visible skin should be stark white. Blank white masks are encouraged, though not required (even a half mask would be great). Homunculi cannot speak except in very special circumstances detailed elsewhere (though Players can of course make game related calls. Think of this as something like an unmitigatable Silence effect). Homunculi sometimes struggle to maintain a mental grip on the here and now, and come across as vacant or "spacey" due to intermittent fugue states.

Special Note: Playing one of the homunculi is a serious and demanding undertaking. As there are significant potential complications and difficulties associated with taking on this sort of role, all individuals wishing to play as one of the Homunculi must consult with Staff as part of their character creation process. Homunculi are *not* to be played for laughs.

Slabs

Ten years ago, the Thorncrag Rising almost destroyed the largest of the Federated Cities. To date, the cause of the explosion that started the Rising remains unknown. What is known (all too well) are the effects of the hellish gas that engulfed half the City, painfully killing every living thing it touched—and raising the dead as violent, carnivorous mockeries of their former selves. Thankfully, due to the quick thinking and brave actions of a handful of scientists, a serum was developed—Aeonium-117. So long as the victims of the gas receive regular injections of Aeonium-117 they are able to maintain their identities. When their supply is disrupted however, the victims of the Rising (known colloquially as “Slabs”) lose themselves in violent, cannibalistic rampages.

Costuming and Roleplaying Requirements: Slabs are essentially the walking dead. That said, there is considerable variation in the apparent degree of decomposition. The longer an individual went between exposure to the gas and being injected with Aeonium-117, the more decayed they should look (on a scale of “maybe can pass for living in low light” at Day 2 all the way to “I can see some of your bones and that’s gross” on Day 7). Makeup to indicate sunken eyes and cheeks is always a good start. Strange looking contacts (bloodshot, cloudy, etc.) are encouraged though by no means required. Masks, prosthetics and makeup to indicate peeling skin, visible muscle or bones, and generalized decomposition are all in keeping with what it means to be a Slab.

What Ever Happened To...

Players from *Lost Idolons* may have noticed a shift in which Origins are playable. For anyone who is wondering about what happened to some of the other Origins:

The Dorr: After the Great War, the Dorr (effectively animal people who could interbreed with humans) divided into two camps: those that fully integrated into the human populations societies and whose descendants are, for all purposes, human, and those that went off to found one or more Cities of their own beyond the limits of human geographical knowledge. Some few expeditions have been made to try to contact that second group, but the expeditionary airships were systematically brought down by flak cannons and missile fire. The Dorr will not play a substantial role in *Hellcat Jive*.

The Thek: During *Lost Idolons*, the Thek, hive-minded, human-sized insects with an ancient civilization, went berserk and slaughtered most everyone around them and in their path. The cause of this is widely unknown. So far as society at large is concerned: Thek have disappeared from the world stage, either having returned south across the Ashen Wastes (from whence they came), or gone feral. No Thek are present in human Cities, and on those very, very rare instances where Thek are encountered in the Wylds, they are encountered singly or in very small groups, mindless and dangerous.

Character Statistics

Player Characters at *Hellcat Jive* are defined by way of a series of statistics and abilities. The following is a brief synopsis of how the various attributes and their derivatives work.

Attributes

Player Characters in *Hellcat Jive* have a variety of Attributes. Attributes can often be expended to trigger Skills, or cause certain game effects when they are exhausted.

Primary Attributes

The four primary attributes and the game functions most commonly associated with them are:

Earth: Durability and healing.

Air: Skirmishing and evasion.

Fire: Force of personality and ranged combat.

Water: Strength and melee combat.

Primary Attributes can be raised by spending CP. See the Character Creation section for further information.

Special Attributes

In addition to the above Primary Attributes, there are a variety of Special Attributes.

Vitality: Vitality is a measure of how much rough-and-tumble trouble a character can get into without too much consequence. For every point of Damage a character takes, their Vitality is reduced by one. Characters can increase their Vitality by purchasing certain Origins, Skills, Careers, Specializations, Qualities, and Callings. *Note: When a character loses their last point of Vitality, they do not fall Unconscious, either Stable or Unstable. Instead, all further damage is applied to their Lifeblood Attribute.* It may help to think of Vitality as 'armor' that can be Healed. Due to the "Just Let Me Catch My Breath" Nature, all Player Characters at *Hellcat Jive* can refresh all of their Vitality with 1 minute of Rest, so long as they are Stable when they Rest.

Lifeblood: Actual bodily integrity. Once a character is out of Vitality, further Damage is applied to their Lifeblood. Unlike Vitality, Lifeblood cannot be regained through simple Rest—where losing Vitality represents getting a fat lip or skinned knee, losing Lifeblood represents being shot, stabbed, or otherwise seriously injured—the character requires medical attention. When a character has lost all of their Lifeblood (regardless of whether they still have Vitality or not), they fall Unconscious and either Stable (from Uncalled Damage) or Unstable (from Called Damage) as appropriate. Certain Origins, Qualities, Skills, and other such things may affect a character's Maximum Lifeblood. Characters begin play with a Maximum of 2 Lifeblood unless otherwise noted. Please see the Nature "That'll Leave a Scar" for further information.

An Interview With the Pavement: An Example of Vitality and Lifeblood in Action

Andre is a Newshawk, and makes a fair living by reporting on the scandalous comings and goings of various socialites. Unfortunately, one of said socialites has taken umbrage at a recent article Andre wrote, and they have asked a pair of goons to go teach Andre a lesson.

Andre has 3 Vitality and 2 Lifeblood.

The first goon ambushes Andre outside of a speakeasy one night. The goon hits Andre with a jab, a jab, and a cross. Three points of Uncalled Damage. Andre is a lover, not a fighter, and bolts—since Andre is out of Vitality but still has Lifeblood, Andre can act normally. Running seems like a smart move. Andre manages to hide behind a dumpster and spends a minute Resting (which brings Andre up to full Vitality). When the coast looks clear, Andre bolts for a taxi.

Regrettably, the second goon catches Andre before the cab shows up.

The goon throws a rabbit punch into poor Andre, calling “3 Damage!” That does for Andre’s vitality. The goon follows up with another two Uncalled strikes “Just so’s you get the message.” Andre is out of Lifeblood and hits the ground like a wet newspaper and the goon wanders away.

Since the last point of Damage Andre took was Uncalled, Andre falls Unconscious and Stable. 5 minutes later, Andre wakes up, once again at full Vitality, but with only 1 Lifeblood, and Wounded, to boot. Under the Permanent Slow and Permanent Weakness from being Wounded, Andre limps along until finding a friend of the Doctor persuasion.

The doc is able to fix some things right quick with a “Heal by Medicine,” which brings Andre up to full Lifeblood. Andre is still Wounded, though, and slips the doc a fiver for some more attention. “Cure Wounded by Medicine” is the doc’s reply, and *that* puts the spring back in Andre’s step—no longer Wounded, Andre is free of the Slow and the Weakness, and so runs off to go drop a dime on the socialite to a Masked Avenger rumored to be roaming the neighborhood and interested in high society types with mob connections.

Sanity: How strong is the character’s grip on reality? That’s their Sanity. Each Event at check in, Players will (usually) receive two potential Inflictions. The Player should choose one to use as their Defense Mechanism for that particular Event. When a Character’s Sanity drops to 0 their Defense Mechanism kicks in and they should follow the mechanical/roleplay instructions on the Defense Mechanism. When the Character regains any amount of Sanity, they can resume behaving normally. A Character at 0 Sanity will Refresh 1 (and only 1) point of Sanity after 5 minutes, whether they are Resting or not (Some Defense Mechanisms preclude rest.). Note: Like Lifeblood, Sanity does *not* Refresh with Rest. Sanity can *not* be raised through straight CP expenditure, and is instead raised by acquiring certain Careers, Qualities, and the like.

Style: Either you’ve got it or you don’t. Like Sanity, Style does *not* Refresh with Rest. A point of Style can be spent in place of a point of Earth, Air, Fire, or Water to activate a Skill or other ability. Furthermore, there are some skills that can only be activated by spending Style. A Character’s maximum Style can be raised by spending CP, just like the Primary Attributes.

Ammo: That thing you always need more of. Ammo represents bullets, voltaic cells, rockets, and other forms of consumable ammunition. Not all Characters have an Ammo attribute. Players cannot raise their Ammo stat like Primary Attributes—the only way to obtain more Ammo is by purchasing certain Skills. Remember that Skills with the same name do *not* stack, while Skills with different names but similar effects *do* stack (e.g., you cannot purchase or benefit from Spare Clip more than once from any source, but the effects of Spare Clip and Cinematic Clip dovetail nicely). The default Ammo granted by gaining a weapon style does *not* stack with the default Ammo granted by gaining other weapon styles (e.g., the 6 Ammo from Handgun Use does *not* stack with the 6 Ammo from Longarm Use.). Ammo is Refreshed whenever a character benefits from a Long Rest.

Moxie: a Trait to Know and Love

No character ever begins a *Hellcat Jive* Event with the Moxie trait. Over the course of play, you may receive an “Imbue Moxie” effect. Certain Skills and Perks are “Moxie Skills” and can only be used when you have the Moxie trait. Unless otherwise noted, *using a Moxie skill Removes the Moxie trait from a Character*. You cannot have more than one iteration of Moxie at a time.

Nature vs. Nurture

Characters have access to Skills by way of a number of things (Careers, Specializations, etc.). In addition to Skills *Hellcat Jive* makes use of *Natures* and *Perks*. Natures and Perks are essentially Skills which are required and are not subject to the Drain effect.

Community Attributes

In addition to the Attributes each Character has, the community of Domus Alba itself has Attributes. These Attributes are affected by Player decisions and actions during the course of each game session, and will be communicated to Players at the beginning of each Event and on each Saturday morning (in the morning paper). Players should internalize these numbers not as specific quantities they are being told, but rather as the “general feel” of how things are in Domus Alba. If these attribute scores dip low enough... well. Let’s say things will be mighty unpleasant. The community attributes are:

Influence: A measure of how much the greater world cares about what happens in and to Domus Alba. As the major refueling port on any number of trade routes, Domus Alba is important. Important doesn’t always mean *respected*, though.

Morale: The mood, camaraderie, and esprit de corps felt by the people of Domus Alba. High Morale will allow Players to get some R&R between Events, while low Morale is likely to make it harder just to get through the day.

Resources: An indication of how accessible food and supplies are in Domus Alba. This has less to do with how wealthy any individual person is (though that does affect things) and more to do with the quantity of goods and material available for purchase.

Community Attributes are measured on a scale of 1 (truly dire) to 100 (utterly utopian). All of Domus Alba’s Community Attributes begin *Hellcat Jive* with a score of 50.

Resting and Resetting

Hellcat Jive uses the Resting mechanics of the core Accelerant system. To wit:

Rest requires you to be sitting, lying, or kneeling. It must be obvious that you are resting. You cannot walk or run. You can interact with those nearby while resting. You are resting if you are dead, paralyzed, stunned, or unconscious. Paralyzed characters are resting even if they are standing or in some other paralyzed position. Resting is not generally interrupted by game effects, regardless of delivery. Although you cannot use optional defenses without interrupting your rest, calling out mandatory defenses does not interrupt rest. Calling out "Spirit," "No Effect," "Guard," "Elude," or "Shield," for example, would not interrupt rest unless the specifics of the skill or ability you were using somehow made the call optional.

—Accelerant Core Rulebook (Madrigal), Page 50

Or, in other words, player may *Rest* during combat. Resting to *Reset* or *Refresh*, however, is somewhat different.

Players may Refresh their Primary Attributes (Earth, Air, Fire, and Water) and their Ammo any number of times. To do so, they must Rest for 5 Minutes in a place where they can neither see nor hear combat (while making a good faith effort to do so. Burying your head in the sand is not a viable option, here). Remember: Resting in this way *only* Refreshes your *Primary Attributes* and your *Ammo*. Other Attributes (Style, Sanity, Lifeblood, etc.) do not Refresh through Rest. Resting for 5 minutes and Refreshing your Attributes is often referred to as a "Long Rest" or "Reset." Certain Skills or abilities may only be usable X times 'per Reset.' If it is Clarified that you are Well Rested *without having actually Rested*, you receive all of the benefits of taking a Long Rest, though any active Skill iterations do not expire.

Put another way: you may Rest while near combat. You may *not* Reset/Refresh while near combat. If you have a Skill active and your I.G. guide or employer calls "By My Voice, Imbue Well Rested," your Primary Attributes and Ammo are Refreshed, and your Skill remains active—you do not need to use it a second time (though in all likelihood you cannot stack the effects of the Skill by using it a second time anyway).

Living the Life

Player Characters in *Hellcat Jive* are living, breathing people. They must account for expenses such as food and lodging. This is taken care of by paying *Upkeep* during check in at every Event after their first. In addition to their basic Upkeep, if things are going well enough in Domus Alba, Players will be able to spend more money to live the high life.

Eating Well: Paying to Eat Well will give the character +1 Maximum Vitality for the duration of the Event.

R&R: Paying to grab some R&R will give the character +1 Maximum Sanity for the duration of the Event.

Sprucing Up: Paying to Spruce Up will give the character +1 Maximum Style for the duration of the Event.

The flip side of all of this hoity-toity nonsense is that if Community Morale ever sinks too low, not only can you not catch any R&R, you start the Event in question with -1 Maximum Sanity. Similarly, if Community Resources drop below a certain threshold, you can no longer Eat Well, and eventually enter a state of Deprivation (You will receive the “Deprived” trait at Check In at an Event.). While you have the Deprived trait, the Deprivation Nature from your Origin will be active (otherwise simply ignore it).

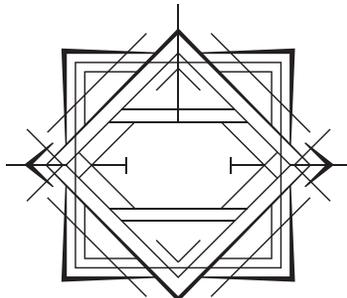
As Big as They Come

You can never have a combined total of Lifeblood and Vitality greater than 10. Protection and Armor may put you above 10 in terms of durability, but never Lifeblood or Vitality, regardless of source.

To Stack or Not to Stack?

Unless otherwise noted, Skills, Perks, and other abilities with the same name do not stack—e.g., you do not derive multiple benefits from multiple iterations of a single Skill unless a special rule says otherwise. Skills, Perks and other abilities that have different names but similar or complementary effects do stack.

For example: Blake, an aspiring professor, has a Maximum Sanity of 2. Blake gains the Strong Willed Perk, which gives them +1 Sanity. Blake’s Maximum Sanity is now 3. They happen to gain Strong Willed again—since the Perk has the same name, it does not stack, and so Blake’s Maximum Sanity is still 3. They then go on to gain Iron Will, which, as it has a different name, does stack. Blake gains an additional +2 Sanity, for a total Maximum Sanity of 5.



Character Creation

Player Characters in *Hellcat Jive* begin with 20 Character Points (usually referred to as “CP”). Players receive another 20 CP after submitting a Character History and receiving Staff approval (Histories should generally clock in somewhere between 500 and 2,500 words). Players spend CP to raise Attributes and acquire Skills, Careers, and various other abilities.

All Player Characters begin with the following attribute scores:

Starting Package			
Earth	1	Style	1
Air	1	Vitality	1
Fire	1	Lifeblood	2
Water	1	Sanity	1

And the Natures:

Core Natures		
Nature Name	CP	Effect
Just Let Me Catch My Breath	Required	With one minute of Rest you may call “Refresh All Vitality to Self.” Your Vitality is also Refreshed whenever you take a Long Rest. You may not use this Skill while Unstable.
Keep on Truckin’	Required	All Characters (PC and NPC alike) are considered to be perpetually Concentrating—striking a character with a Melee attack does not prevent them from making Ranged Attacks, and they do not need to call “Concentrate.”
That’ll Leave a Scar	Required	When your last point of Vitality is exhausted, rather than falling Unconscious, you may continue to act normally. Further Damage is applied to your Lifeblood. Losing your last point of Lifeblood will cause you to fall Unconscious, either Stable or Unstable as appropriate to the type of Damage (Uncalled or Called) which felled you. If you fall Stable and receive no medical attention, you will wake up after 5 minutes with full Vitality and 1 Lifeblood. Whenever you fall Unconscious from losing your last point of Lifeblood, regardless of Damage source, you gain the Wounded trait. While you have the Wounded trait you take a Permanent Slow effect and a Permanent Weakness effect (these effects cannot be Cured while you have the Wounded trait). If the Wounded trait is Cured or Removed, the Slow and Weakness effects are also Cured. Note that Healing Lifeblood does not Cure or Remove the Wounded trait.

The following process details the steps in character generation from a mechanical standpoint:

Select an Origin

Choose one of the following origins. All Origin Natures are required and assigned automatically when the relevant Origin is selected, while Skills are optional purchases. Origin Skills may be purchased after character creation. Note that Natures are not considered Skills and are therefore unaffected by Drains.

Humans

Human Nature	
<i>Nature</i>	<i>Description</i>
One Cool Cat	The Character's starting Maximum Style is increased by 1.
Deprivation	So long as the character has the Deprived trait, the character's Maximum Vitality is lowered by 1 to a minimum of 1.

Automata

Automaton Nature	
<i>Nature</i>	<i>Description</i>
Tinman	The Automaton must call No Effect to effects with the Disease, Inspiration, Medicine, or Poison traits. If the Automaton loses their last point of Lifeblood to an Attack without a trait (e.g., a "by Weapon" attack), they will always fall Stable. For example, "10 Damage" will likely leave the Automaton Stable but on the ground, whereas "10 Damage by Fire" will likely leave the Automaton Unstable and a smoldering heap in immediate need of repair. Automata have the Machine trait (and the Living trait, too), and take a call of "Beginning Repair" as most characters take a call of "Beginning First Aid."
Deprivation: Fuel Shortage	So long as the character has the Deprived trait, the Automaton is under a Permanent Slow effect. The only way this Slow effect can be mitigated is by spending a point of Style, at which point you may call "Short Cure Slow to Self." If at any point you Rest for 10 seconds or longer, take a Stun effect, and the Slow effect resumes.

Automaton Skills		
<i>Skill Name</i>	<i>CP Cost</i>	<i>Description</i>
Iron Sides	2	The Automaton's Maximum Vitality is increased by 1.
Mind on Tape	2	The Automaton's Maximum Sanity is increased by 1.

Blooded

Blooded Nature	
<i>Nature</i>	<i>Description</i>
Blood Drive	If someone calls "By My Voice, Expose Bleeding" and you hear or should hear an affirmative response (e.g., you're in a loud room, you don't hear the call and response but the person next to you does and clarifies the call set for you), take a Short Frenzy effect. You may spend 1 point of Sanity to call "Resist by Will" and negate this effect.
The Chalice	Blooded have an additional attribute, "Blood," which begins with a score of 3 and cannot be increased by any normal means. Expended Blood does not refresh due to Resting. Characters begin each Event with 3 points of Blood, and these 3 points are Refreshed at sunset every Saturday. Blooded may Refresh all of their Blood by spending 5 minutes of Focus and roleplaying drawing blood from a willing human and into a chalice or other vessel, and then drinking from the vessel. For the purposes of this Focus, and only for purposes of this Focus, the Blooded may touchcast "Diagnose Human" to ensure they have a proper donor at hand. Note: the donating party <i>must</i> be willing, and it is entirely taboo and psychologically damaging to drink blood directly from a person, hence the use of a vessel. At the end of the Focus time, the Blooded must touchcast "Inflict Drain and Wounded by Bloodletting" on the donor. The Blooded may then call "Refresh All Blood to Self." Blooded may "drink from the chalice" a number of times per event equal to their Maximum Style.
Photolethargia	While the sun is visible (or would be visible barring cloud cover or ceilings) the character's Maximum Sanity and Maximum Vitality are both reduced by 1 to a minimum of 1. After nightfall, the character's Maximum Vitality increases by 1 (a net gain after dark).
Deprivation: Unquenchable Thirst	So long as the character has the Deprived trait, when the Blooded loses any amount of Sanity, they must call "By My Voice, Expose Bleeding." If the Blooded Frenzies as a result, Frenzy at/towards the person Bleeding if at all possible rather than simply aiming for the nearest target.

Blooded Skills		
<i>Skill Name</i>	<i>CP Cost</i>	<i>Description</i>
Blood for Blood	3	After dark, you may spend 1 Blood to make a Melee Attack for "3 Damage."
Cellular Regeneration	3	After dark, you may spend 1 Blood to call "Heal 2 to Self" or, with 1 minute of Focus, "Cure Wounded to Self."
The Quick and the Dead	3	After dark, you may spend 1 Blood to call "Grant Defense to Self: Elude." This defense is triggered the first time you are struck by a Melee, Dart, Packet, or Thrown Weapon Attack.

H.A.V.O.C.s

H.A.V.O.C. Nature	
<i>Nature</i>	<i>Description</i>
One of a Kind	While some Characters in Hellcat Jive may be able to cheat death—H.A.V.O.C.s are less likely to than most. A <i>lot</i> less likely. Don't die. On the up side, your Earth, Air, Fire, and Water attributes are all increased by 1 point.
Poor Impulse Control	Whenever you take a Short Frenzy effect you must call "Increased" and take the effect as a full Frenzy.
Decisions Were Made	You must take 8 points of Hindrances. The first 8 points generated by these Hindrances do not provide any CP, though any CP beyond the initial 8 points is accrued normally. Twist Points generated by these Hindrances do count towards the character's total, and should be chosen to reflect the rough and tumble, one life to live, "larger than life" personality of a H.A.V.O.C. Addictions are common, as are enemies or war wounds in various forms.
Deprivation: Losing Your Grip	So long as you have the Deprived trait, whenever you lose any amount of Sanity you must call "Increased" and lose an additional point of Sanity.

H.A.V.O.C. Skills		
<i>Skill Name</i>	<i>CP Cost</i>	<i>Description</i>
Fast Healer	4	Whenever you take a Healing effect, call "Increased" and gain an additional point of Healing.
Harder, Better, Faster	4	Your Vitality, Sanity, and Lifeblood attribute scores increase by 1 point each.
Stronger	2	When making a Melee Attack for Called Damage, increase the amount of Damage by 1. This skill does <i>not</i> upgrade Uncalled Damage to Called Damage.

Homunculi

Homunculi Nature	
<i>Nature</i>	<i>Description</i>
Communion	Though they cannot technically speak, Homunculi are able to communicate with each other through some means not yet understood by science. After 3 seconds of eye contact with someone you honestly believe to be a Homunculi, you may call "By My Gaze, Imbue Communion." If, and only if, they also call "By My Gaze, Imbue Communion," the two of you may have a <i>brief</i> whispered conversation. This skill must <i>never</i> be used in public or in any place or at a volume where anyone not part of the Communion could overhear. You will also be given access to a series of glyphs Homunculi use to communicate simple messages to each other.
Enough is Enough	Whenever you take an Agony effect, you must call "Increased" and take the effect as a Short Frenzy. You may spend 1 point of Sanity to suppress this reaction and take the Agony as a standard Agony effect. You may never use a skill to Resist an Agony effect, though you may use other called defenses that thematically prevent the effect from "landing" (e.g. an Avoid, if applicable).
Silent Witness	You are under a perpetual Silence effect. This Silence cannot be cured or mitigated in any way other than the Communion, detailed above. Remember that Silence does not interfere with your ability to make Out of Game Calls (e.g., saying "3 Damage" when you hit someone is fine). Furthermore, fine motor control sometimes escapes you, and writing in anything other than the symbol set of the Homunculi is <i>very</i> difficult—perhaps you can manage a single, poorly formed word every few minutes.
Peculiar Physiology	You must call No Effect to any effects which have the Fear, Poison, or Disease traits.
Deprivation: A Typical Tuesday	...how is this different from any other day? You suffer no particular ill effects from having the Deprived trait.

Homunculi Skills		
<i>Skill Name</i>	<i>CP Cost</i>	<i>Description</i>
Disturbing Resilience	4	Your Maximum Vitality increases by 2 points.
Mimicry	3	You may spend a point of Style to temporarily gain a particular Career, Specialty, or Calling until you take a Long Rest. This does not confer any Perks or Skills, it merely grants you the Career, Specialty, or Calling as a trait for a time (e.g., if you have never lifted a spanner in your life and you come across a tag that says "Requires: Mechanic," you could spend a point of Style and be a Mechanic until your next Long Rest.).

Slabs

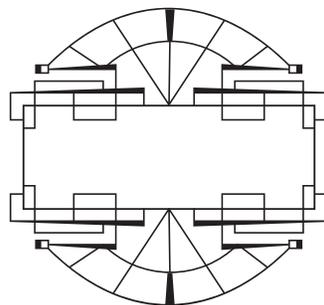
Slab Nature	
<i>Nature</i>	<i>Description</i>
Metabolically Challenged	While you do technically have the Living trait, it's a close run thing. You are under a perpetual Slow effect. The <i>only</i> way to mitigate this is to Get a Move On (see the Skills below). You must call No Effect to effects with the Poison, Disease, or Medicine traits. If the Slab loses their last point of Lifeblood to an Attack without a trait (e.g., a by Weapon Attack), they will always fall Stable. For example, "10 Damage" will likely leave the Slab Stable but on the ground, whereas "10 Damage by Fire" will likely leave the Slab Unstable and a smoldering heap in immediate need of dousing.
Aeonium Habit	If you are required to pay Upkeep and you do not pay Upkeep, your Maximum Sanity for the Event is reduced by 1 to a minimum of 1.
A Pendant for Snacking	If your Sanity hits zero take a Frenzy effect. Your Defense Mechanism and 5-minute count to regain Sanity will begin after you are no longer Frenzying.
Misery Loves Company	You have the Haunted trait.
Deprivation: Jonesing	So long as you have the Deprived trait, whenever you lose any amount of Sanity you must call "Increased" and take a Short Frenzy effect. If your Sanity hits zero, instead take a full Frenzy effect. Your Defense Mechanism and 5 minute count to regain Sanity will begin after you are no longer Frenzying.

Slab Skills		
<i>Skill Name</i>	<i>CP Cost</i>	<i>Description</i>
Dead Flesh	3	If you take Damage and fall Unconscious and Stable, after 5 minutes you will become Conscious with full Lifeblood and without the Wounded trait.
Disturbing Resilience	4	Your Maximum Vitality increases by 2 points.
Get a Move On	3	You may Short Purge your perpetual Slow (and any other normal, on-perpetual Slow effects you may be under at the time) by spending 1 point of Sanity.

Select a Background

Choose one of the following Backgrounds. Backgrounds represent the general type of formative experiences the character has had up until this point—what section of society they’ve been a part of. Backgrounds (like Careers, Specializations, and Callings, etc.) offer Perks. Perks do not cost any CP to acquire—all three Perks are free as they’re just part of the package. Not all Origins can select all Backgrounds.

Background	Perk	Effect	Accessible To
<i>Blue Collar</i>	Fit	+1 Maximum Vitality	Humans, Automata, Homunculi, Slabs
	Strong	+1 Maximum Water	
	Tough	+1 Maximum Earth	
<i>Criminal</i>	Fit	+1 Maximum Vitality	Humans, Blooded, Homunculi, Slabs
	Quick	+1 Maximum Air	
	Tough	+1 Maximum Earth	
<i>Fringe</i>	Determined	+1 Maximum Sanity	Humans, Automata, Blooded, H.A.V.O.C.s, Homunculi, Slabs
	Quick	+1 Maximum Air	
	Strong	+1 Maximum Water	
<i>High Society</i>	Determined	+1 Maximum Sanity	Humans, Blooded, H.A.V.O.C.s, Slabs
	Smart	+1 Maximum Fire	
	Strong	+1 Maximum Water	
<i>Student</i>	Determined	+1 Maximum Sanity	Humans, Automata, Blooded, Slabs
	Smart	+1 Maximum Fire	
	Quick	+1 Maximum Air	
<i>Veteran</i>	Fit	+1 Maximum Vitality	Human, Automata, Blooded, H.A.V.O.C.s, Slabs
	Tough	+1 Maximum Earth	
	Smart	+1 Maximum Fire	



Select a Career (or Calling)

What is it your character does? How do they make their way in the world? Most people have a *Career* of some kind. Careers come with Perks, Tools of the Trade (Weapon Styles), and access to a variety of Skills. Careers also grant access to *Specializations*—a concentrated section of a Career path that allows for more Perks and Skills, and potentially more Tools of the Trade.

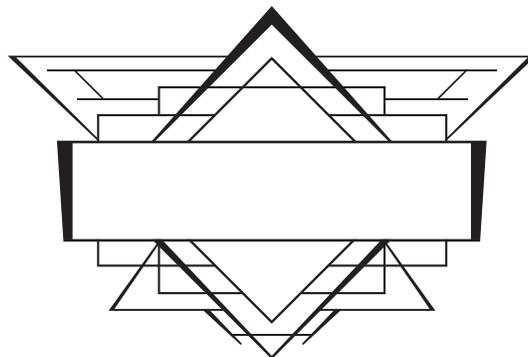
A particular subset of Careers are *Callings*. Callings are made available whenever a person commits to a Season Pass at Hellcat Jive and creates a new Character. There are some thoughts we'd like to share about this below.

- 1) Callings are things we don't want to have too many of in the game. We absolutely want Masked Avengers and Action Scientists. We just want there to be more Mechanics and Soldiers.
- 2) We *really, really, really* don't want to make real world money an obstacle that stands between a person and the Character Concept of their dreams. The "First Season Pass" will be available during our crowdfunding campaign and will be simple admission price for the two 2018 events.
- 3) It's about commitment, not money. If you absolutely cannot swing the cost of two events up front and are sold, heart and soul, on having a specific Calling, please reach out to us. Chances are we can make something work.

It's also worth noting that Callings aren't really *better* than Careers. They're effectively a combination Career/Specialization with a couple weird flavor twists.

Callings will not be available for purchase after initial character creation, though initial character creation does, as always, include a free "re-roll" after your first full Event.

A Character's first Career or Calling is free. In the case of Careers, the CP cost listed is the price if taken as a second (or third, etc.) Career. Specializations must always be purchased with CP.



Careers and Specializations

Academic

Scholars, scientists, and historians, *Academics* still manage to get into a truly *shocking* amount of trouble. Academics can become *Scientists* and *Archaeologists*.

Tools of the Trade: None.

ACADEMIC (12 CP)			
Name	CP	Description	Attribute Cost
Strong Willed	Perk	+1 Maximum Sanity	-
Research	Perk	You may submit a Research Question between games. Note that this is not a "down time action" and cannot be used to unlock In Game skills or abilities.	-
Financial Aid	Perk	You do not need to pay basic Upkeep.	-
Keep a Hold of Yourself	Perk	Refresh 1 Sanity to Self. Until you take a Long Rest, the first time you are affected by a Waste Sanity effect from an outside, force you may Call "Reduce" and lower the Sanity loss by 1 point. This effect cannot be stacked.	Moxie
Pattern Recognition	2	Spend 10 seconds of Focus studying a particular foe. You may then call "Grant Defense to Self: Elude." This Defense is only triggered by an Attack from the studied foe.	E
Perfectly Reasonable Explanation	3	Spent 10 seconds of Focus roleplaying with a Target, explaining away their fears. You may then touchcast "Cure Fear."	E
Cutting Wit	3	Make a pointed quip (keep it In Game, folks). You may then throw a Packet for "Agony by Wit."	A
Dumb Luck	3	Call "Avoid" when struck by a Melee, Packet, or Dart Attack.	AAA
Apply Pressure	2	Spend 10 seconds of Focus to call "Stabilize by First Aid."	F
Rationalize	3	Spend 1 minute of Focus to call "Refresh 1 Sanity to Self."	F
Not the Face!	3	Swing a Melee combat prop in a 180-degree arc and call "Disengage."	WW
It's Not Even Loaded	3	Make a relevant quip and throw a Packet for "Short Destroy Gun by Wit."	W
Scientific Pontification	3	Spend 1 minute of Focus to call "Refresh All Sanity and Cure Fear to Self."	S

Scientist

Labcoat? Check. Bucket of Science? Check. Expository expostulations? Check.

Tools of the Trade: Thrown Weapon (you may carry up to 6 thrown weapons. You may reuse these thrown weapons any number of times, though after you throw a weapon you must spend 10 seconds of Focus on the weapon before you may throw it again).

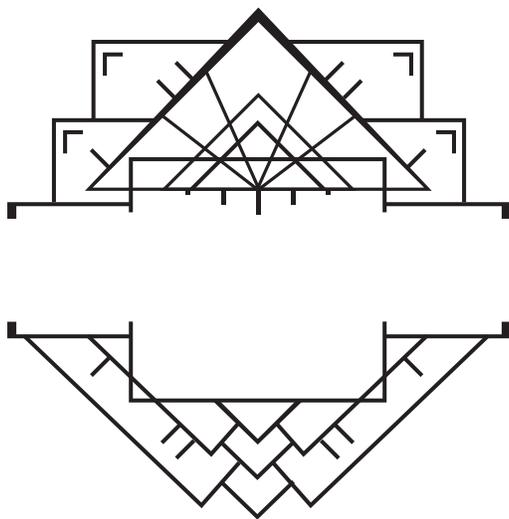
SCIENTIST (8 CP)			
Name	CP	Description	Attribute Cost
Iron Will	Perk	+2 Maximum Sanity	-
Grant Writing	Perk	You will receive a small income each Event.	-
The Scientific Method	Perk	Each Event you will be given an ability based on some substance you had the chance to create since the Event previous. This ability will be one of the following: Spend E to throw a Packet and call "Short Root," spend A to throw a Packet and call "Agony," spend F to throw a Packet and call "3 Damage," or spend W and throw a Packet for "Maim (choose a limb)".	-
Patch Job	3	With 30 seconds of Focus you may touchcast "Short Repair (Weapon or Device)," or, on a Resting target, "Refresh 2 Armor," "Short Cure Maim to Machine," or "Short Heal 2 to Machine." You may also touchcast "Beginning First Aid to Machine." After 1 minute of Focus you may then call "Stabilize to Machine."	E
Acid Flask	3	Spend 1 minute of Focus and call "Grant Thrown Weapon Attack to Self by Science: Short Agony by Acid." The grant expires at Reset and cannot be stacked.	A
Science!	2	Spend 1 minute of Focus and call "Imbue to Self by Science." You may make 2 Thrown Weapon Attacks for "2 Damage by (Fire, Lightning, or Explosion)." These Attacks expire at Reset and cannot be stacked.	F
Blinded With Science	3	Make a Thrown Weapon Attack for "Weakness by Acid."	W
Bucket of Science	3	You may call "Short Root to Self." So long as you remain rooted, you may throw 10 packets for "1 Damage by Acid."	S

Archaeologist

Less “brush and chisel,” and more “whip and fedora.”

Tools of the Trade: Handgun/Long Claw, Long Claw/Short Claw, Long Weapon (Long Weapon/Short Claw), Handgun Use, Cinematic Clip

ARCHAEOLOGIST (8 CP)			
Name	CP	Description	Attribute Cost
One Tough Customer	Perk	+2 Maximum Vitality	-
Snark For Your Life	Perk	Once per Reset you may make a pertinent quip and call “Heal 2 to Self.”	-
Can’t You See I’m Busy	Perk	Once per Reset, while you are Focused on some form of puzzle, code, or other such challenge, you may call “Elude.” This does <i>not</i> interrupt your Focus.	-
Second Wind	3	Spend 10 seconds of Focus catching your breath and call “Heal 4 to Self.”	E
Bag of Sand	2	When struck by a Trap effect, call “Avoid.”	A
Trusty Sidearm	3	Make a Handgun Attack for “3 Damage.”	F
Sweet Right Hook	3	Make a Melee Attack for “2 Damage.”	W
By the Skin of Your Teeth	3	Call “Imbue to Self by Discretion.” You take a Short Agony effect and gain 3 stacked “Elude” defenses. This skill can only be used in a good faith effort to run away from someone, or <i>something</i> (cue ominous music). The Elude defenses expire when you Rest for 10 seconds.	S



Aviator

Aviators are those brave souls who take to the skies in search of action, adventure, or simple duty. Aviators can become *Pilots* and *Gunners* (It's worth noting that our tech team has some really impressive plans for air combat. Just saying.).

Tools of the Trade: Long Claw/Short Claw, Handgun Use, Spare Clip.

AVIATOR (12 CP)			
Name	CP	Description	Attribute Cost
Hardy	Perk	+1 Maximum Vitality	-
Chrome Goggles	Perk	When struck by a Short Stun effect from an external source, you may call "Reduce to Slam." You cannot mitigate the Slam effect.	-
Airlegs	Perk	Call "No Effect" when struck by any effect with the Turbulence trait.	-
Trick Shot	Perk	Make a Firearm Attack for "2 Damage."	Moxie
Keep Your Tray in the Upright Position	2	You may touchcast "Cure Turbulence."	E
Patch Job	3	With 30 seconds of Focus you may touchcast "Short Repair (Weapon or Device)," or, on a Resting target, "Refresh 2 Armor," "Short Cure Maim to Machine," or "Short Heal 2 to Machine." You may also touchcast "Beginning First Aid to Machine." After 1 minute of Focus you may then call "Stabilize to Machine."	E
Covering Fire	3	Make a Firearm Attack for "Agony."	A
Duck and Cover	4	When struck by a projectile-based Attack you may call "Reduce to Slam."	A
Thousand Yard Stare	2	You may call "Resist" when struck by an effect with the Fear trait.	F
Marksmanship	3	You may make a Firearm Attack for Called Damage. This Skill cannot be used in conjunction with a Heavy Weapon.	F
Sweet Right Hook	3	Make a Melee Attack for "2 Damage."	W
Securely Fastened	2	You may call "Resist" when stuck by a Slam effect originating from a source other than yourself.	W
Shameless Bravado	3	With 3 seconds of Focus, call "Short Refresh 2 Sanity to Self."	S

Pilot

From fighter aces to cargo jockeys, these are the folks that keep the crates in the air.

Tools of the Trade: Long Claw/Handgun Use, Cinematic Clip.

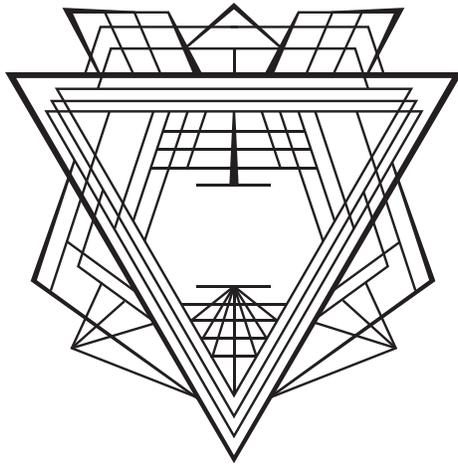
PILOT (8 CP)			
Name	CP	Description	Attribute Cost
Iron Will	Perk	+2 Maximum Sanity	-
Chutes and Ladders	Perk	Once per Event you may call "Stabilize to Self." You may use this Skill even while unconscious.	-
Lightning Reflexes	Perk	Whenever you take a Long Rest, call "Grant Defense to Self: Elude." This Elude is only triggered by Dart or Packet Attacks. This Defense cannot be stacked.	-
Fire Extinguisher	2	You may use this Skill while piloting an aircraft to Heal 2 to Aircraft.	E
Evasive Maneuvers	3	You may spend A while piloting an Aircraft to Avoid an Attack, or AAA to Avoid a Melee, Dart, Thrown Weapon, or Packet Attack while <i>not</i> piloting an aircraft.	A/AAA
This is Your Captain Speaking	3	You may spend 10 seconds of Focus to make a rousing speech and call "By My Voice, Cure Fear."	FFF
Redline	3	While piloting an aircraft you may Purge a Root or Slow effect.	W
Any Landing You Can Walk Away From	3	After a Crash (and only immediately after a Crash) you may call "By My Voice, Stabilize by Luck." You may use this Skill even while Unconscious.	S

Gunner

Sometimes the answer is a really, *really* big gun.

Tools of the Trade: Long Arm Use, Heavy Weapon Use, Cinematic Clip

GUNNER (8 CP)			
Name	CP	Description	Attribute Cost
One Tough Customer	Perk	+2 Maximum Vitality	-
Mobile Hardpoint	Perk	+2 Armor. This armor should be represented by a flak vest and helmet or other relatively low key but still obvious armor prop (so as not to be confused with Power Armor).	-
Bandoliers Are in This Year	Perk	If you are wearing a bandolier of darts, once per Reset you may use the Cinematic Clip skill to "Refresh 12 Ammo to Self" rather than the usual 6.	-
Target Their Engines	3	While acting as Gunner on an aircraft you may fire for Slow. Otherwise, you may make a Heavy Weapon Firearm Attack for Short Root.	E
Strafing Fire	3	You may make a Firearm Attack for "Agony." You may use this Skill while acting as Gunner on an aircraft.	A
Firing Solution	3	You may make a Firearm Attack for Called Damage. You may use this Skill while acting as a Gunner on an aircraft.	F
Silence Their Gun	3	You may make a Heavy Weapon Firearm Attack for "Maim (Limb)". You may use this Skill while acting as a Gunner on an aircraft to knock out a System on an enemy craft.	W
One in a Million	3	You may make a Heavy Weapon Firearm Attack for 10 Damage and Slam. You may use this Skill while acting as a Gunner on an aircraft.	S



Doctor

Doctors, whether of the body or the mind, are an indispensable part of any community. Doctors can become *Psychopharmacologists* or *Surgeons*.

Tools of the Trade: None.

DOCTOR (12 CP)			
Name	CP	Description	Attribute Cost
Strong Willed	Perk	+1 Maximum Sanity	-
Medical Training	Perk	You may touchcast "Diagnose (Dead, Stable, Unstable, Damage, Sanity, Bleeding, Maim, Disease, Poison, Stun, or Wounded) by Medicine." With 30 seconds of Focus on a Resting patient you may touchcast "Stabilize by Medicine" or "Cure Bleeding by Medicine."	-
It's Just Dislocated	Perk	With 1 minute of Focus on a Resting patient you may touchcast "Agony and Cure Maim."	-
Vitamin X	Perk	Call "Imbue to Self." Twice you may spend 10 seconds of Focus on a Resting patient and then call "Heal 2 by Medicine." These uses cannot stack with other iterations of this Skill and are lost when you take a Long Rest.	Moxie
It's Not as Bad as It Looks	3	With 10 seconds of Focus on a Resting patient you may touchcast "Heal 3 by Medicine."	E
Antibiotics	2	With 10 seconds of Focus on a Resting patient you may touchcast "Short Cure Disease by Medicine."	E
International Amnesty	4	When you spot someone down in the field, you may call "Cover me! Agony and Imbue to Self." You gain an Elude Defense and 3 points of Protection as you make an immediate good faith effort to get to the downed ally and retrieve them. The Elude and Protection are lost once you have recovered the ally or they are clearly dead. Please do not misuse this skill—this is for heroic friend-saving, not tactical positioning.	AA
Cheap Shot	3	You may make a Melee Attack for "Agony" or "Short Agony to Mook."	A
Adrenaline Shot	2	Twice you may touchcast "Stabilize by Medicine." Any unused iterations of this Skill are lost when you take a Long Rest.	F
Rationalize	3	Spend 1 minute of Focus to call "Refresh 1 Sanity to Self."	F
Not the Face!	3	Swing a Melee combat prop in a 180-degree arc and call "Disengage."	WW
Anatomical Precision	3	Make a Melee Attack for "Short Maim."	W
Triage	3	You may call "By My Voice, Expose Unstable."	S

Psychopharmacologist

Doctors specializing in mental disorders and the chemistry of the living body.

Tools of the Trade: None.

PSYCHOPHARMACOLOGIST (8 CP)			
Name	CP	Description	Attribute Cost
Iron Will	Perk	+2 Maximum Sanity	-
Therapy	Perk	After 1 minute of Focus with a Resting Patient who participates in your "Therapy" roleplay you may touchcast "Refresh 1 Sanity by Therapy" on them.	-
Take Two and Call Me in the Morning	Perk	With 10 seconds of Focus you may touchcast "Grant Touchcast Attack: Heal by Medicine." You may use this ability a number of times per Reset equal to your Maximum Style.	-
Antimicroorganics	2	With 10 seconds of Focus on a Resting patient you may touchcast "Cure Disease by Medicine."	E
Psychoactive Medication	3	With 10 seconds of Focus you may touchcast "Grant Touchcast Attack: Refresh 1 Sanity by Medicine."	A
Steroidal Injection	3	You may spend 10 seconds of Focus to touchcast "Grant Touchcast Attack: Cure Weakness by Medicine."	F
Purgative	3	You may spend 10 second of Focus to touchcast "Grant Poison Defense: Agony to Self and Purge."	W
Group Therapy	3	Form a group of no more than 10 people in a private setting. The group must spend 1 minute of Focus per person in the group talking through their issues. At the end of this time, you may call "By My Voice, Refresh 2 Sanity by Therapy" at a volume which can only be heard by people in the group.	S

Surgeon

When someone's insides have become outsides and need to be made insides again, you're the person to call.

Tools of the Trade: None.

SURGEON (8 CP)			
Name	CP	Description	Attribute Cost
Iron Will	Perk	+2 Maximum Sanity	-
Meatball Surgery	Perk	With 1 minute of Focus on a Resting patient you may touchcast "Cure Wounded and Refresh All Lifeblood by Medicine."	-
Medical Expertise	Perk	With 30 seconds of Focus on a Resting patient you may touchcast "Agony and Cure Maim by Medicine."	-
Adrenaline Shot	3	With 10 seconds of Focus on a Resting patient you may touchcast "Short Cure Wounded by Medicine."	E
Bloodhound	3	You may call "By My Voice, Expose Wounded."	A
Bedside Manner	3	With 10 seconds of Focus you may touchcast "Cure Fear."	F
Field Amputation	2	With 10 seconds of Focus on a Resting patient you may call touchcast "Agony, Maim, and Cure Root."	W
Medical Miracle	3	Take a Short Root effect. So long as you are under the effects of this Short Root the time needed to perform Meatball Surgery is reduced from 1 minute to 30 Seconds.	S

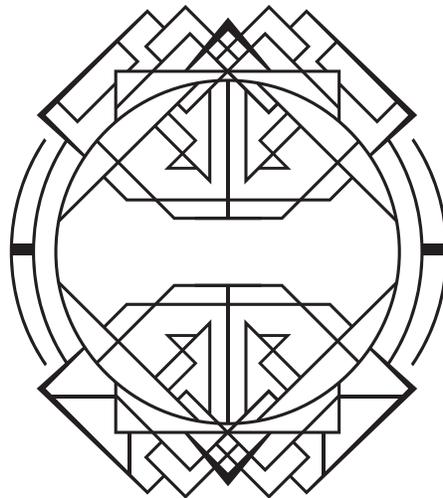
Glitterati

Artists, nobles, wealthy industrialists—these are the *Glitterati*. Glitterati can become *Hepcats* and *Socialites*. Remember: Hepcats and Socialites contribute to the community's Morale!

Tools of the Trade: None.

GLITTERATI (12 CP)			
Name	CP	Description	Attribute Cost
Strong Willed	Perk	+1 Maximum Sanity	-
Too Pretty to Die	Perk	You may spend 1 minute of Focus primping and call "Grant 1 Protection to Self." You may do this a number of times per Reset equal to your Maximum Style.	-
Jaded	Perk	You must call No Effect to any effect with the Inspiration trait. Once per Reset you may call Resist to an effect with the Fear trait.	-
Incorrigible Flirt	Perk	With 10 seconds of Focus as witty banter, you may throw a Packet for "Short Drain to Mook by Distraction."	Moxie
Raconteur	3	Upon activating this skill, make a witty remark. You may then touchcast "Grant 1 Protection by Inspiration" a number of times equal to your Maximum Style.	E
A Little Pick Me Up	3	With 10 seconds of Focus on a Resting patient, you may touchcast "Cure Stun."	E
Taxi!	3	After 10 seconds of Focus (which must include loudly calling "Taxi!") you become a Shadow. This skill is intended solely to be used for safe passage to and from specific destinations/adventures (commonly referred to as Mods) and cannot be used during a fight, while on an aircraft, etc. Remember to Purge Shadow upon your arrival!	A
Do You Know Who I Am?	3	After 10 seconds of Focus (which must be a tirade about your fame and importance) you may throw three Packets for "Short Repel to Mook by Fear." You must reasonably believe that your targets heard your rant.	A
Feisty	2	If an enemy says "I pick you up" and you do not want to go, you may whisper to them "By My Voice, Agony." You may use this skill while Unconscious unless you are under a Stun effect (you can rally while generally injured, but not if you get sapped, etc.).	F
Hot Ticket	3	After 1 minute of Focus as a performance you may call "By My Voice: Grant Defense by Inspiration: Resist Fear."	FFF
Not the Face!	3	Swing a Melee combat prop in a 180-degree arc and call "Disengage."	WW

Shin Kicker	2	You may make a Melee Attack for "Short Maim." Aim for the target's legs only, please.	W
Body Parts to Verb For	3	With 10 seconds of Focus as distracting role play, you may call "By My Voice, Short Weakness by Distraction."	S



Hepcat

From beat poets to jazz singers, Hepcats know how to work a crowd.

Tools of the Trade: None.

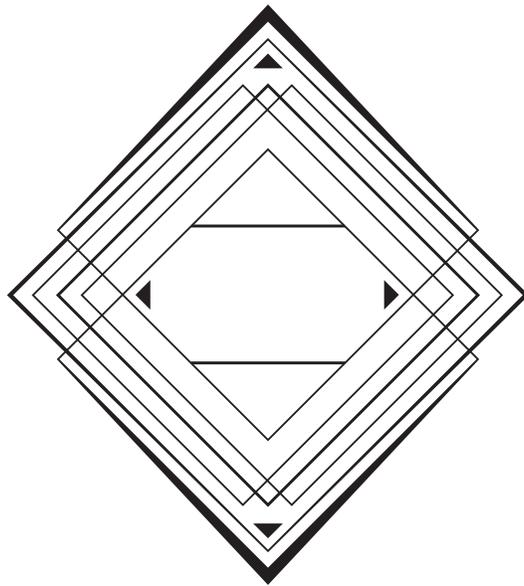
HEPCAT (8 CP)			
Name	CP	Description	Attribute Cost
Iron Will	Perk	+2 Maximum Sanity	-
Starving Artist	Perk	You do not need to pay Upkeep at the beginning of each Event.	-
Hep to the Jive	Perk	Once per Event you may spend 1 minute of Focus performing and call "By My Voice, Refresh 1 Style by Inspiration."	-
Working Tunes	3	After 1 minute of Focus as a performance you may call "Grant 1 Protection by Inspiration."	EEE
Just My Dignity	3	When struck by a Melee, Packet, or Dart Attack, call "Reduce to Slam."	AA
Firebrand	4	With 1 minute of Focus as a performance you may call "By My Voice, Grant Fear Defense by Inspiration: Shield."	FF
Soothe the Savage Beasts	3	With 1 minute of Focus as a performance you may call "By My Voice, Refresh 1 Sanity."	WWW
Eight to the Bar	3	With 1 minute of Focus as a performance you may call "By My Voice, Heal by Inspiration."	S

Socialite

The rich, the famous, the business elite—the people who have people for that sort of thing.

Tools of the Trade: None.

SOCIALITE (8 CP)			
Name	CP	Description	Attribute Cost
Iron Will	Perk	+2 Maximum Sanity	-
Monied	Perk	You have a substantial income that will manifest at Check In each Event.	-
Entourage	Perk	Each Event you may induct a number of people equal to your Maximum Style into your Entourage. You must touchcast "Imbue (Your Name)'s Entourage."	-
What Do I Pay You For?	3	With 10 seconds of Focus as berating (or, hypothetically, encouraging) your associates you may call "By My Voice, Heal 2 to Entourage."	EE
Good Help	3	With 10 seconds of Focus as incentivizing your associates you may call "By My Voice, Grant 1 Protection to Entourage by Inspiration."	AA
Money Talks	3	With 10 seconds of Focus as flashing some cash, you may throw a Packet for "Drain to Mook by Bribe." You do not need to actually hand them money.	F
Make a Scene	4	With 10 seconds of Focus as... well, making a scene, you may call "By My Voice, Agony to Mook by Distraction."	WWW
Private Limousine	3	After 10 seconds of Focus (which must include loudly calling "Jeeves, bring the car around.") you become a Shadow. You may immediately touchcast "Imbue Shadow by Limo" to a number of people equal to your Maximum Style. This skill is intended solely to be used for safe passage to and from specific destinations/adventures (commonly referred to as Mods) and cannot be used during a fight, while on an aircraft, etc. Upon arrival, make sure you Remove Shadow to yourself and all those that traveled with you!	S



Investigator

Finding answers to questions perhaps best left unasked, *Investigators* can become *Detectives* and *Newshawks*.

Tools of the Trade: None.

INVESTIGATOR (12 CP)			
Name	CP	Description	Attribute Cost
Hardy	Perk	+1 Maximum Vitality	-
Research	Perk	You may submit a Research Question between games. Note that this is not a "downtime action" and cannot be used to unlock In Game skills or abilities.	-
Plucky	Perk	Once per Reset you may call "Resist" to an effect with the Fear trait.	-
The Punchline	Perk	Make an aggravating quip, then make a Melee or Firearm Attack for "2 Damage."	Moxie
Liver of Iron	2	You may call Resist when taking a negative effect from an "Alcoholic" beverage. You will still gain any associated positive effects, such as a Refresh Sanity.	E
I've Had Worse	3	With 10 seconds of Focus you may call "Heal 2 to Self."	E
Duck and Cover	3	When struck by a Dart or Packet Attack call "Reduce to Slam."	A
Cheap Shot	3	You may make a Melee Attack for "Agony" or "Short Agony to Mook."	A
Incite to Riot	3	With 10 seconds of Focus as taunting banter you may throw a packet for "Frenzy to Mook."	F
Smart Mouth	3	Make a taunting quip to immediately throw a Packet at the target of your jibe for "Cure Fear and Short Frenzy by Inspiration."	F
Sweet Right Hook	3	Make a Melee Attack for "2 Damage."	W
The Freedom of Information Act	2	With 10 seconds of Focus you may open an object or door tagged as "Locked."	W
Can't Get a Word in Edgewise	4	With 10 seconds of Focus as a performance of non-stop irritating patter you may call "By My Voice, Short Root to Mook by Distraction."	S

Detective

Private or police, detectives are the ones with the soft soled shoes and the hand cannons in their trenchcoats.

Tools of the Trade: Handgun/Long Claw , Long Claw/Short Claw, Long Claw/Buckler Claw, Spare Clip, Cinematic Clip, Shotgun Use, High Caliber

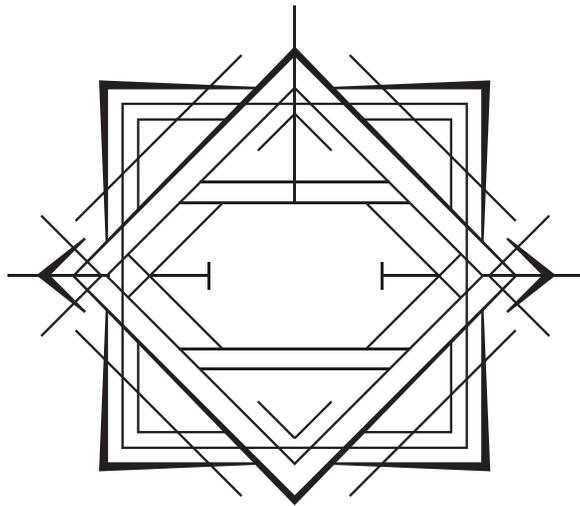
DETECTIVE (8 CP)			
Name	CP	Description	Attribute Cost
One Tough Customer	Perk	+2 Maximum Vitality	-
Hard Boiled	Perk	Once per Reset you may call "Resist" to an effect with the Fear or Horror trait.	-
Stake Out	Perk	Once per reset, with 1 minute of Focus as lurking/hiding in the shadows (after sunset), you become a Shadow. You may remain in this state until you move, use a Skill, speak, make a loud noise, or someone shines a light on you. Under any of the above conditions, you must call Purge Shadow.	-
Stop Right There	3	With 3 seconds of Focus and a shouted command (you can't be Silenced), you may throw a packet for "Short Root."	E
Say Goodnight, Gracie	3	If you can see both of your target's shoulderblades you may make a Melee Attack for "Short Stun."	AA
Hold Out Piece	2	With 3 seconds of Focus as "drawing a different gun" you may Repair a firearm.	F
You Won't Be Needing That	3	You may make a Melee Attack for Disarm.	WW
Size Up the Room	3	With 3 seconds of Focus as looking over a group, you may call "By My Voice, Expose Mook."	S

Newshawk

Intrepid reporters who carry the heavy burden of making sure Jane Q. Public is in the know on the important matters of the day, the stories Newshawks contribute to the local paper directly affect the community's Morale!

Tools of the Trade: None.

NEWSHAWK (8 CP)			
Name	CP	Description	Attribute Cost
Iron Will	Perk	+2 Maximum Sanity	-
A Nose For News	Perk	Between events you may submit a news article for publication via your Post Event Letter in the Character Database. Your article will have an effect on Morale and perhaps other effects as well.	-
Press Pass	Perk	You may use a camera at events. Please Note: All pictures you take must be given to staff for "Development" and should <i>never</i> be posted to the internet or other media outlet without prior permission! Drop off your SD card at the door, folks!	-
Inquiring Minds Want to Know	2	With 10 seconds of asking pestering questions you may throw a Packet for "Short Slow by Distraction."	E
Fast Talker	3	With 10 seconds of Focus as confusing patter you may throw 3 Packets for "Short Repel by Distraction." Any instances of this skill not used immediately are lost.	A
Personal Propaganda	3	With 1 minute of Focus as talking someone through a difficult time you may touchcast "Cure (Fear or Horror)."	F
Amscray	3	You may Purge a Root or Slow effect. Remember: Purge requires 3 seconds of roleplaying.	W
Journalistic Fervor	3	With 10 seconds of increasingly fervent role playing, you may call "By My Voice, Short Repel by Fear."	S



Mechanic

Mechanics keep the airships up and the subterrenes down (and they keep the automata and power armor running, too). Mechanics can become *Engineers* and *Jaegernauts*.

Tools of the Trade: Long Weapon

MECHANIC (12 CP)			
Name	CP	Description	Attribute Cost
Strong Willed	Perk	+1 Maximum Sanity	-
Repair	Perk	With 1 minute of Focus (At the start of which you must call "Beginning Repair," in the same way you might call "Beginning First Aid") you may Repair a Destroyed weapon or device, or, if the target is Resting, call "Cure Wounded to Machine," "Cure Maim to Machine," "Cure Bleeding to Machine," "Heal 2 to Machine" or "Refresh 4 Armor." You may also touchcast "Diagnose X to Machine" where X is Damage, Dead, Maim, Paralyze, Stable, or Unstable.	-
Chrome Goggles	Perk	When struck by a Short Stun effect from an external source, you may call "Reduce to Slam." You cannot mitigate the Slam effect.	-
Heavy Object at Speed	Perk	You may make a Melee Attack for "2 Damage" or "Stun to Mook."	Moxie
Walk it Off	2	Once per Reset, when struck by a Maim effect you may call "Reduce to Agony."	E
Percussive Maintenance	3	<i>Gently</i> strike a target for "Repair (Weapon/Device)," "Cure Maim to Machine," or "Heal 2 to Machine."	E
Periodically Detonated	2	When struck by an effect with the Explosion trait you may call "Reduce to Slam."	A
Cold Equations	3	With 10 seconds of Focus you may touchcast "Grant 1 Protection and Cure Fear to Machine."	A
Sight In	3	With 10 seconds of Focus you may touchcast "Grant Firearm Attack: 4 Damage."	F
Quick Estimate	2	You may call "By My Voice, Expose Wounded to Machine."	F
It's All About Torque	3	You may make a Melee Attack with a Long or Two Handed weapon for "2 Damage." (Note that this does not take into account the bonus Damage granted by using a weapon as opposed to a claw, or for wielding a weapon with a head such as a wrench).	W
Industrial Accident	3	You may make a Melee Attack for "Short Maim" with a Long or Two Handed weapon.	W
Monkey Wrench	3	You may make a Melee attack for "Short Destroy Weapon."	S

Engineer

The most capable and creative Mechanics, Engineers wear powered gauntlets that give them the immense strength necessary to maintain the most complex and dangerous of machines.

Tools of the Trade: Two Handed Weapon, Two Handed Weapon/Servogauntlet, Long/Servogauntlet, Handgun Use, Spare Clip

ENGINEER (8 CP)			
Name	CP	Description	Attribute Cost
Iron Will	Perk	+2 Maximum Sanity	-
Jury Rig	Perk	With 30 seconds of Focus (At the start of which you must call "Beginning Repair," in the same way you might call "Beginning First Aid"), you may touchcast "Short Repair (Weapon or Device)," or, on a Resting target, "Refresh 2 Armor," "Short Cure Maim to Machine," or "Short Heal 2 to Machine." Also, twice per Reset, with 3 seconds of Focus you may touchcast "Stabilize to Machine."	-
Work Bench	Perk	Take a Short Root effect. While under this effect, with 30 seconds of Focus you may Repair a Destroyed weapon or device, or, if the target is Resting, call "Cure Wounded to Machine," "Cure Maim to Machine," "Heal 2 to Machine," or "Refresh 4 Armor."	-
Spot Weld	3	With 3 seconds of Focus you may touchcast "Heal 2 to Machine," "Cure Maim to Machine," or "Refresh All Lifeblood to Machine."	E
Sabotage	3	While wearing a Servogauntlet, make a Melee Attack with a weapon and call "Double Agony to Machine."	A
Preventative Maintenance	3	With 1 minute of Focus you may touchcast either "Grant Defense by Maintenance: Guard Destroy" or "Grant 2 Protection to Machine."	F
Swing for the Fences	3	While wearing a Servogauntlet, make a Melee Attack with a weapon for "Slam."	WW
Tune Up	3	Once per Reset, with 1 minute of Focus as working on a Jagerpanzer, Dieselpunk, or Automata you may touchcast "Grant 2 (Earth, Air, Fire, OR Water) to Machine." You may not use this Skill on yourself.	S

Jaegernaut

Individuals who have received the intensive training necessary to pilot the jaegerpanzers—immensely powerful suits of mechanized armor.

Tools of the Trade: Longarm Use, Cinematic Clip, a Jaegerpanzer

JAEGERNAUT (8 CP)			
Name	CP	Description	Attribute Cost
One Tough Customer	Perk	+2 Maximum Vitality	-
Operating License	Perk	You are trained to pilot a single class of Jaegerpanzer chassis: Assault, Fire Support, Main Line, Scout, or Utility. Please see the section of these rules on jaegerpanzers for further information.	-
Fuel Ration	Perk	You receive 1 Fuel Ration at Check In each Event. Fuel Rations expire at the end of each Event—they cannot be accumulated.	-
Spit Shine	2	With 1 minute of Focus as polishing armor or the like, you may touchcast "Grant 1 Protection."	E
Combat Reflexes	3	With 1 minute of Focus you may call "Grant Defense to Self: Elude." This Elude will be triggered by the first Melee, Packet, or Dart Attack made against you regardless of whether it is for Uncalled Damage or some Called effect.	A
Snap Shot	2	With 3 seconds of Focus you may make a Firearm Attack for "2 Damage." This Damage can be modified by High Caliber but not by class of firearm.	F
Sweet Right Hook	3	Make a Melee Attack for "2 Damage."	W
The Big Red Button	2	While piloting a jaegerpanzer you may call "By My Voice, 5 Damage and Slam by Explosion. Death and Stricken to Dead to Self." You cannot mitigate this Death effect in any way—please report to Monster Camp.	S

Jaegerpanzers In Brief

While the rules for jaegerpanzers are still being finalized, we do want to give people as much firm information as we can at this point in time. To that end:

A jaegerpanzer (literally “Hunter’s Coat of Maille” in old Loreardan) is a suit of powered armor that runs on red diesel. Originally built to allow normal humans to go toe-to-toe with Blooded troops, jaegerpanzers are now prevalent among the militaries of many Cities.

Representing a jaegerpanzer is a bit involved. We are striving for a somewhat uniform appearance for jaegerpanzers at *Hellcat Jive*—they’re not one off contraptions by eccentric inventors, they’re mass produced military machines. To that end, we will be releasing full build schematics for people to use. Players can also purchase jaegerpanzer sets from one of our illustrious staff members. While people are, of course, free to make whatever they like to represent these personal armored fighting suits, we plan to release physical prop “upgrades” (with game mechanics) and “nose” or “turret” art designed to fit to the prop specifications we put out, so veering too far off-design might limit some easy integration options we have planned. Note: people will still be able to use the In Game mechanics of any upgrades they acquire over the course of play, regardless of whether they decided to follow our design or do their own thing! We just like the idea of being able to say “Here is the physical widget which will nicely fit right *here* and lets you do X.”

Piloting a jaegerpanzer has a number of rules attached:

Costuming: Different chassis require different amounts of coverage. There are four potential areas of coverage: Legs, Torso, Shoulders, and Arms. Helmets are great, but optional. Players should not sit around in their armor randomly—this is military hardware, and wearing the kit to the Club is more or less like driving a tank into a fine restaurant.

Fuel: Jaegerpanzers have limited fuel supplies. This must be represented by a timer of some kind with a reasonably loud signal when time is up. We recommend the snazzy chrome kitchen timers that look like fuel gauges, but anything that makes a pretty loud noise on cue is sufficient. By default, a Player will start each Event with 1 hour’s worth of fuel.

Powering Up, Cruising, and Running Out of Fuel: When a Player wants to don their stomping boots, they have to physically put on their armor rep. While in their armor rep, they take a Drain effect while they are in 1st Gear. They may remain in 1st Gear indefinitely, though they cannot rest off the Drain effect and it’s really not meant to be a long term arrangement. When it’s Go Time, the Player turns their timer to 1 hour. The Drain is instantly Cured, and all the Skills and abilities associated with their armor become available. When the timer goes off, the suit is out of fuel. The Player take a Paralyze effect, though they may still move their head and speak. At any time, the Player may halt their fuel timer, though doing so causes them to take a Drain effect.

Long story short: Don’t hang out in your power armor, but you don’t burn fuel while waiting for an adventure to start. You can have one block of an Amazing Hour, or you can divvy it up into smaller bits, but you can’t rapid cycle on/off.

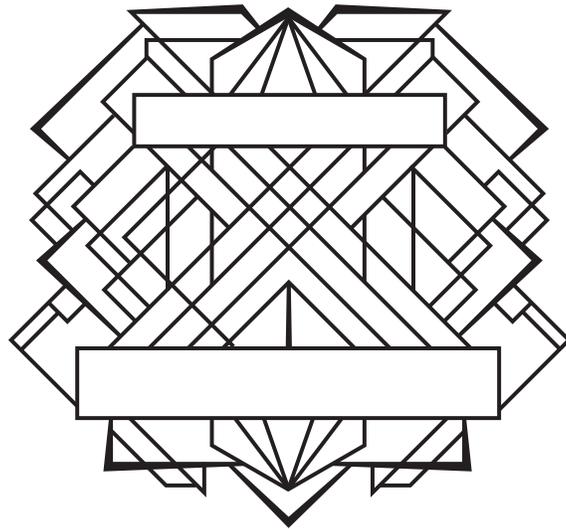
Really Heavy: If anyone says “I pick you up” you must say “Let Me Clarify: It takes 2 people to move me.” If they don’t have a second set of hands helping, you stay where you are.

So with all that out of the way, what are the actual benefits of piloting a jaegerpanzer?

- 1) You gain the Machine trait for so long as you wear the jaegerpanzer.
- 2) You gain Armor depending on the chassis model.
- 3) You call "No Effect" when hit by Uncalled Damage.
- 4) You do not need to take the Short Root effect when wielding a Heavy Weapon.
- 5) You call "Shield" to the first 2 Maim effects you take while in your armor.
- 6) You get an entire set of skills based on what kind of chassis you are driving. Note that these skills, including weapon styles granted by Tools of the Trade, can NOT be used while out of your armor.

Here's a sample armor chassis (remember, we're still finalizing these!)

JAEGERPANZER: FIRE SUPPORT		Attribute Cost
Coverage Requirement	Torso, Shoulders, Arms	-
Armor Value	3	-
Tools of the Trade	Heavy Weapon Use, Spare Clip	-
Tether Line	Make a Firearm Attack for Root.	E
Pinning Barrage	Make a Firearm Attack for Short Agony.	A
The Big Guns	Make a Firearm Attack for Called Damage +3.	F
At the Knees	Make a Firearm Attack for "Double Maim (Limb)."	W
Crater Maker	Make a Heavy Weapon Attack for "10 Damage and Slam by Impact"	S



Occultist

Dealing with ghosts, spirits, and the World Beyond, *Occultists* can become *Mediums* and *Geistenrufers*.

Tools of the Trade: Ritual Knife (This is a Small Bladed weapon. It may only be used for blocking—you may never attack with a Ritual Knife. A ritual knife may be used in combination with any single-handed Natural Weapon combat prop provided you have the Skill necessary to allow you to use the other prop. Note that this does *not* require you to have any level of 'dual wielding.').

OCCULTIST (12 CP)			
Name	CP	Description	Attribute Cost
Strong Willed	Perk	+1 Maximum Sanity	-
Research	Perk	You may submit a Research Question between games. Note that this is not a "downtime action" and cannot be used to unlock In Game skills or abilities.	-
Visitation Rights	Perk	Once per Reset you may throw a Packet for "Short Inflict Haunted." You also have the ability to call, at a conversational volume, "By My Voice, Expose Haunted." You must Rest for 1 minute before you may make any additional Expose calls using this Perk. Alternatively, with 3 seconds of Focus you may touchcast "Diagnose Geist" or "Diagnose Haunted." Furthermore, you may touchcast "Beginning First Aid to Slab" and, after 1 minute of Focus, you may call "Stabilize to Slab."	-
In Good Spirits	Perk	You may throw a Packet for "Short Inflict Haunted."	Moxie
The Spirits Watch Over You	3	You may touchcast "Grant 1 Protection by Geist" or "Grant 2 Protection to Haunted."	E
The Grip of the Dead Hand	2	You may throw a packet for "Slow by Geist."	E
Paranormal Activity	3	Throw a Packet for "Agony by Geist."	A
Spooky	2	You may call "By My Gaze, Repel to Mook by Fear."	A
Thousand Yard Stare	2	You may call "Resist" when struck by an effect with the Fear trait.	F
Bone Deep Chill	3	Throw a Packet for "Short Weakness by Fear."	F
Ragdoll	3	You may throw a Packet for "Slam to Haunted."	W
Poltergeist	3	You may throw a Packet for "Disarm by Geist."	WWW
Who You Gonna Call?	3	You may throw a Packet for "Short Inflict Haunted." If you miss, you may regain the spent point of Style by taking a Long Rest.	S

Medium

Mediums are able to commune with the spirits of the departed and can sometimes coax them into aiding those on this side of the Veil.

Tools of the Trade: None.

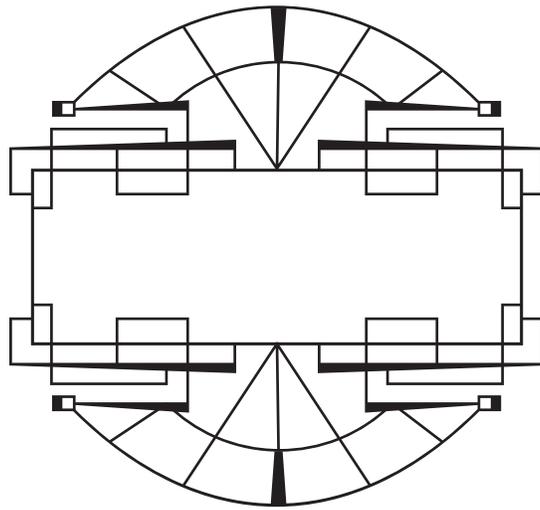
MEDIUM (8 CP)			
Name	CP	Description	Attribute Cost
Iron Will	Perk	+2 Maximum Sanity	-
Visions	Perk	You will be shown a Vision before each Event. Furthermore, whenever you take a Long Rest, you may call "Grant Defense to Self by Vision: Elude." This Elude will be triggered by the first Melee, Packet, or Dart Attack made against you regardless of whether it is for Uncalled Damage or some Called effect.	-
Seance	Perk	With 1 minute of focus you may call "By My Voice, Speak to Spirit." You take a Short Stun effect whenever you use this Perk.	-
Reparations	3	Two times you may call "Heal by Geist" or "Heal 2 to Haunted." Any unused iterations of this Skill expire when you take a Long Rest.	E
Zeitgeist	3	With 3 seconds of Focus you may touchcast "Grant Packet or Dart Defense by Geist: Elude," or "Grant Defense to Haunted: Avoid."	AA
Free Spirit	3	With 3 seconds of Focus you may touchcast "Cure (Slow or Root) by Geist" or "Cure Geist to Haunted."	F
Dead Lift	3	With 3 seconds of Focus you may touchcast "Short Cure (Maim or Weakness) by Geist" or "Cure (Maim or Weakness) to Haunted."	W
Very Self Possessed	3	With 1 minute of Focus as allowing yourself to be possessed by a spirit of some kind, you must exhibit an alternate persona. Call "Grant 3 Protection to Self by Geist." While under the effects of this Skill you may spend 1 point of Air to make a Melee Attack for "Agony" or 1 point of Water to make a Melee Attack for "3 Damage." Please note that prolonged use of this Skill may have deleterious side effects. And no, that is not thinly veiled encouragement.	S

Geistenrufer

"Ghostcallers" as they are known in some circles, Geistenrufers bind spirits to their will and use them to wreak havoc upon their enemies.

Tools of the Trade: None.

GEISTENRUFER (8 CP)			
Name	CP	Description	Attribute Cost
Iron Will	Perk	+2 Maximum Sanity	-
The Gate and the Key	Perk	Once per Reset, if you are dropped Unstable, wait 3 seconds, then call "Imbue to Self by Possession." Take this as a Heal All, Grant 3 Protection, and Frenzy to Self. Any effect which Cures, Removes, or prevents the Frenzy effect will cause you to drop Unstable again.	-
The Way Used to Be Shut	Perk	Once per Reset you may spend 2 points of any one Primary Attribute (or a Primary Attribute and Style) and call "By My Voice, Agony to Haunted and Agony to Self."	-
One Foot in the Grave	3	Throw a Packet for "Short Root by Geist."	E
Swarming Spirits	3	Throw a Packet for "Short Agony to Haunted."	A
Toll the Bell	3	Throw a Packet for "3 Damage by Geist" or "6 Damage to Haunted."	F
Grave Misstep	3	Throw a Packet for "Maim (Limb) by Geist" or throw 2 Packets for "Short Maim (Limb) to Haunted."	W
Adverse Possession	3	Throw a Packet for "Repel and Frenzy to Haunted."	S



Rook

Spies, assassins, thieves, and con artists, *Rooks* can become *Cat Burglars* or *Operators*.

Tools of the Trade: None.

ROOK (12 CP)			
Name	CP	Description	Attribute Cost
Hardy	Perk	+1 Maximum Vitality	-
Quick On Your Feet	Perk	Whenever you take a Long Rest, Call "Grant Defense to Self: Elude." This Elude will be triggered by the first Melee, Dart, Packet, or Thrown Weapon Attack made against you whether it is for Uncalled Damage or a Called effect of some kind.	-
The Better Part of Valor	Perk	If you take an effect with the Fear trait you may immediately call "Purge Slow."	-
Rabbit Punch	Perk	You may make a Melee Attack for "Agony."	Moxie
Make Like a Tree	2	You may Purge a Slow effect.	E
You Don't Have to Outrun the Monster	3	You may make a Melee Attack for "Short Root" or 2 Melee Attacks for "Short Root to Mook." Any unused iterations of this Skill expire when you take a Long Rest.	E
Cheap Shot	3	You may make a Melee Attack for "Agony" or "Short Agony to Mook."	A
You Poor Sap	3	If you can see both of your target's shoulderblades you may make a Melee Attack for "Stun to Mook."	A
Knock the Wind Out of Them	3	You may make a Melee Attack for "Short Weakness" or "Weakness to Mook."	F
Thousand Yard Stare	2	You may call "Resist" when struck by an effect with the Fear trait.	F
Sucker Punch	3	If you can see both of your target's shoulderblades you may make a Melee Attack for "3 Damage."	W
Put the Boot In	3	You may make a Melee Attack for "3 Damage" against a target that is obviously under an Agony effect.	W
Tuck and Roll	3	When struck by a Melee, Dart, Packet, or Thrown Weapon Attack you may call "Reduce to Slam."	S

Cat Burglar

Far more interested in wealth than in anything so pedestrian (and dangerous) as violence, Cat Burglars are skilled at... item acquisition.

Tools of the Trade: Long Weapon, Lock Picks (You may deal with Lock tags and attempt to disarm traps)

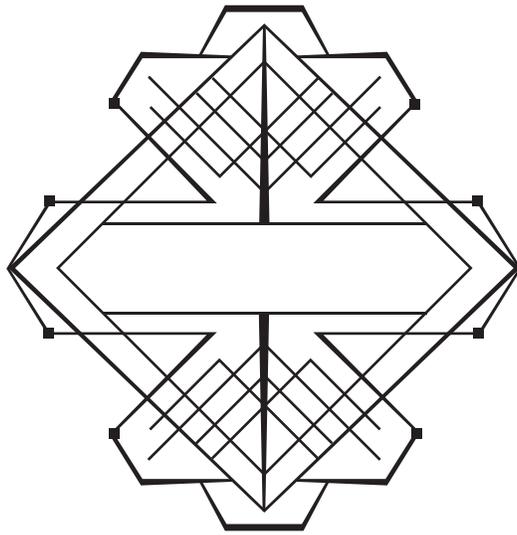
CAT BURGLAR (8 CP)			
Name	CP	Description	Attribute Cost
Iron Will	Perk	+2 Maximum Sanity	-
Cool Under Pressure	Perk	Once per Reset, while Focused on a Lock tag you may call "Shield." This does not interrupt your focus.	-
Born Lucky	Perk	Whenever you receive a Grant of Protection you may call "Increased" and raise the amount of Protection by 1.	-
Time to Go	2	With 3 seconds of Focus you may call "Short Cure Maim Leg to Self."	E
Dodgy	3	When struck by a Melee, Dart, Packet, or Thrown Weapon Attack you may call "Avoid."	AAA
What's That Over There?	3	Make a distracting quip then immediately throw a Packet for "Short Drain by Confusion."	FFF
Not the Face!	3	Swing a Melee combat prop in a 180-degree arc and call "Disengage."	WW
Hairpins and Skeleton Keys	3	You may instantly open a Lock that is not marked as being especially difficult to open, or you may call "Avoid" to a trap effect.	S

Operator

Secret agents, spies, cleaners—Operators play a dangerous game in the shadows.

Tools of the Trade: Handgun/Long Claw, Long Claw/Short Claw, Long Weapon, Handgun Use, Cinematic Clip

OPERATOR (8 CP)			
Name	CP	Description	Attribute Cost
One Tough Customer	Perk	+2 Maximum Vitality	-
Crack Shot	Perk	Add 1 to any Called Damage Attacks you make with a firearm.	-
Bad Way to Go	Perk	Once per Reset you may make a Firearm Attack for Called Damage, or Called Damage +2 if you can see both of your target's shoulderblades when you pull the trigger. Crack Shot stacks with this Perk.	-
Like a Drill to the Knee	3	You may make a Firearm Attack for "Short Root by Pain."	E
Say Goodnight, Gracie	3	If you can see both of your target's shoulderblades you may make a Melee Attack for "Short Stun."	AA
Subtle Aura of Menace	3	You may call "By My Gaze, Short Weakness by Fear."	F
Backstab	3	If you can see both of a target's shoulderblades you may make a Melee Attack for "4 Damage."	W
Cold Blooded Killer	3	You may make a Melee or Firearm Attack for "Death to Mook."	S



Scrapper

It has been said that interpersonal violence is a universal language. *Scrapppers* are very eloquent in such, and can become *Bodyguards* and *Torpedoes*.

Tools of the Trade: Long Claw/Short Claw

SCRAPPER (12 CP)			
Name	CP	Description	Attribute Cost
Hardy	Perk	+1 Maximum Vitality	-
Take it Like a Champ	Perk	Whenever you take a Long Rest call "Grant Melee Defense to Self: Guard."	-
Dig Deep	Perk	While Wounded you may make a single Melee Attack as though you are not under a Weakness effect. You must then call "Stun to Self." You cannot mitigate this Stun effect in any way.	-
Haymaker	Perk	Make a Melee Attack for "3 Damage."	Moxie
Walk it Off	2	Once per Reset, when struck by a Maim effect you may call "Reduce to Agony."	E
Quick Clotter	3	Within the first 10 seconds of being Unstable, you may call "Stabilize to Self." You may use this Skill even while Unconscious.	E
Cheap Shot	3	You may make a Melee Attack for "Agony" or "Short Agony to Mook."	A
Keep Your Guard Up	4	With 10 seconds of Focus as shadow boxing or preparing to fight you may call "Grant Melee Defense to Self: Guard."	A
Subtle Aura of Menace	3	You may call "By My Gaze, Short Weakness by Fear."	F
Thousand Yard Stare	2	You may call "Resist" when struck by an effect with the Fear trait.	F
Sweet Right Hook	3	Make a Melee Attack for "2 Damage."	W
Right in the Brisket	3	Make a Melee Attack for "Slam to Mook."	WW
One Fist of Iron, the Other of Steel	4	Immediately make 2 Melee Attacks for "3 Damage." Any unused iterations of this Skill expire when you take a Long Rest.	S

Bodyguard

It takes a certain type to want to take a bullet for somebody. It takes a whole other sort entirely to do it for money.

Tools of the Trade: Long Claw/Buckler Claw, Handgun Use/Buckler Claw, Spare Clip, Cinematic Clip

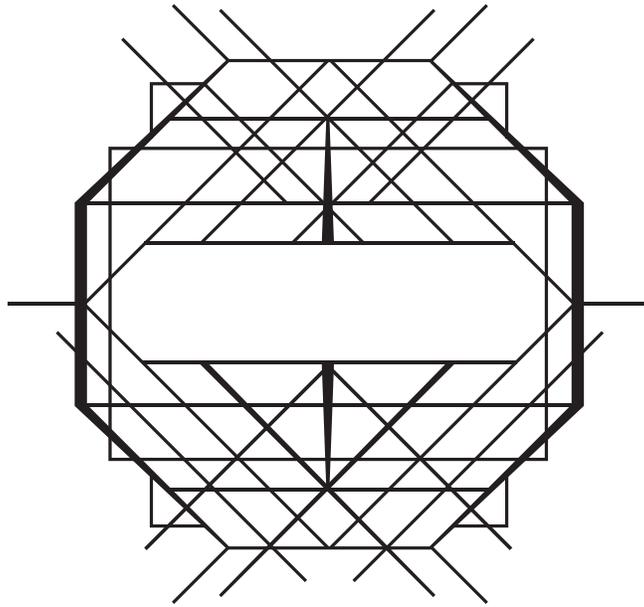
BODYGUARD (8 CP)			
Name	CP	Description	Attribute Cost
One Tough Customer	Perk	+2 Maximum Vitality	-
Concussive Repercussions	Perk	Twice per Reset, when you take Called Damage in Melee and do not counter with a Called Defense you may "reply" with a Melee Attack for "2 Damage." Furthermore, at the beginning of each Event you may choose one person to be your Charge for the event. Touchcast "Imbue Charge by Loyalty."	-
Hard Number	Perk	+1 Maximum Vitality	-
Second Wind	3	Spend 10 seconds of Focus as catching your breath and call "Heal 4 to Self."	E
Boss, Get Down!	3	You may touchcast "Grant Defense to Charge: Elude."	AA
Somebody Call a Doctor	2	You may touchcast "Stabilize to Charge."	F
Crowd Control	4	Swing a Melee combat prop in a 180-degree arc and call "Disengage." You must then call "Heal to Self."	WW
Meat Shield	3	You may touchcast "Grant Melee Defense to Charge: Avoid" or "Grant Firearm Defense to Charge: Avoid." Your Maximum Vitality is reduced by 1 until you take a Long Rest.	S

Torpedo

Leg-breakers, hatchets, droppers, and goons—Torpedos go by many names. None of them are nice.

Tools of the Trade: Long Claw/Long Claw, Long Weapon, Long Weapon/Long Claw, 2-Handed Claw, Shotgun Use, Spare Clip, Cinematic Clip

TORPEDO (8 CP)			
Name	CP	Description	Attribute Cost
One Tough Customer	Perk	+2 Maximum Vitality	-
Hard Number	Perk	+1 Maximum Vitality	-
Member of the Wrecking Crew	Perk	When you make a Melee Attack for Called Damage with a Claw add 1 to the Damage total.	-
Play Through the Pain	3	When struck by a Maim effect you may call "Short Purge."	E
Down for the Count	4	You may make a Melee Attack for "Stun to Mook."	A
Marksmanship	3	You may make a Firearm Attack for Called Damage. This Skill cannot be used in conjunction with a Heavy Weapon.	F
Leg Breaker	3	You may make a Melee Attack for "Maim."	W
Lights Out	4	You may make a Melee Attack for "Stun."	S



Soldier

Whether volunteering for service out of a sense of patriotism or simply conscripted as a matter of convenience by the Powers That Be, *Soldiers* are those that carry on politics by other means. Soldiers can become *Grunts* and *Officers*.

Tools of the Trade: Long Claw/Short Claw, Longarm Use, Spare Clip

SOLDIER (12 CP)			
Name	CP	Description	Attribute Cost
Hardy	Perk	+1 Maximum Vitality	-
Aim	Perk	With 10 seconds of Focus as being stationary and aiming, if you then make a Firearm Attack for Called Damage (by way of the Marksmanship Skill, for example), you may add 1 point to the Damage call.	-
Grin and Bear It	Perk	Once per Reset you may call "Short Cure Maim to Self."	-
Next Round's on Me	Perk	With 10 seconds of Focus you may call "Refresh 6 Ammo to Self."	Moxie
Walk it Off	2	Once per Reset, when struck by a Maim effect you may call "Reduce to Agony."	E
Clear the Jam	2	With 1 minute of Focus you may call "Repair Weapon." You may only use this Skill on your own Firearm.	E
Duck and Cover	3	When struck by a Dart or Packet Attack call "Reduce to Slam."	A
Covering Fire	3	Make a Firearm Attack for Agony.	A
Thousand Yard Stare	2	You may call "Resist" when struck by an effect with the Fear trait.	F
Marksmanship	3	You may make a Firearm Attack for Called Damage. This Skill cannot be used in conjunction with a Heavy Weapon.	F
Sweet Right Hook	3	Make a Melee Attack for "2 Damage."	W
Called Shot	3	You may make a Firearm Attack for "Maim."	W
Give 'em Both Barrels	3	You may make either 2 Melee Attacks or 2 Firearm Attacks for "2 Damage."	S

Grunt

Foot soldiers, troopers, ground-pounders—Grunts are the rank and file of the militaries of the world. Mostly because they get the job done.

Tools of the Trade: Shotgun Use, Heavy Weapon Use, Cinematic Clip, High Caliber, Long Claw/Buckler Claw

GRUNT (8 CP)			
Name	CP	Description	Attribute Cost
One Tough Customer	Perk	+2 Maximum Vitality	-
Crack Shot	Perk	When you make a Firearm Attack for Called Damage add 1 point to the Damage call.	-
Bandoliers Are in This Year	Perk	If you are wearing a bandolier of darts, once per Reset you may use the Cinematic Clip skill to "Refresh 12 Ammo to Self" rather than the usual 6.	-
Second Wind	3	Spend 10 seconds of Focus as catching your breath and call "Heal 4 to Self."	E
Rock Salt Shell	4	Make a Firearm Attack for "Short Agony."	AA
Bunker Buster	4	With 3 seconds of Focus as preparing a grenade you may throw a Packet for "Slam by Explosion."	FF
Leg Breaker	3	You may make a Melee Attack for "Maim."	W
Over the Top	3	With 3 seconds of Focus you may call "Imbue to Self by Courage." You gain 3 points of Protection and a Melee or Firearm Attack for "3 Damage."	S

Officer

Whether inspiring the troops by their example or keeping the ruffians in line with their (potentially literally) iron hand, Officers are the ones that keep everyone pointed in the right direction.

Tools of the Trade: Handgun Use, Long Claw/Handgun Use, Handgun Use/Buckler Claw, Cinematic Clip, High Caliber

OFFICER (8 CP)			
Name	CP	Description	Attribute Cost
Iron Will	Perk	+2 Maximum Sanity	-
Squad Leader	Perk	At the beginning of each Event you can create a Squad. Your Squad may have a number of people in it equal to 1 + (Your Maximum Style). Touchcast "Imbue (Squad Name)" and Clarify that this effect expires at the end of the Event.	-
Praise Phenex and Pass the Ammo	Perk	You may spend 1 of any Primary Attribute (or Style) and touchcast "Refresh 6 Ammo." You may not use this Skill on yourself. You may do this a number of time per Reset equal to your Maximum Style.	-
Tactics	4	With 30 seconds of Focus as explaining a battle plan you may call "By My Voice, Grant 2 Protection to (Squad Name)."	EE
Suppressive Fire	4	With 3 seconds of Focus pointing out a target or a comrade in need of saving, you may touchcast "Grant Firearm Attack: Agony."	A
Trusty Sidearm	3	You may make an attack for Called Damage with a Handgun. Add 1 to the Damage call.	F
Go Get'em, Champ!	3	With 10 seconds of Focus you may touchcast "Grant Melee Attack by Inspiration: 3 Damage."	W
Rally the Troops	4	With 3 seconds of Focus you may call "By My Voice, Heal to (Squad Name) by Inspiration!"	S

Callings

Remember that Callings must be taken as part of initial character creation. Callings do not have CP costs, as they take the spot of your initial free Career. Callings have Natures just like Origins do – required Skills which are unaffected by the Drain attack.

Action Scientist

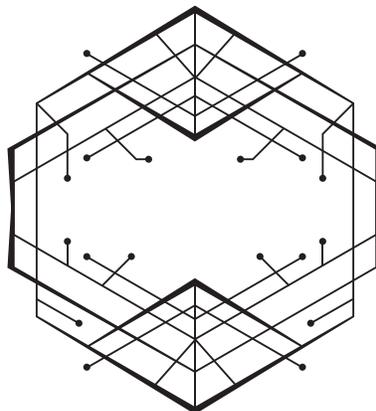
Expanding the limits of scientific understanding (often explosively, or in ray format), *Action Scientists* don't let minor inconveniences like incoming enemy fire deter them from their pursuit of knowledge.

Tools of the Trade: Handgun Use, Spare Clip, Cinematic Clip, High Caliber, Long Claw, Long Claw/Handgun Use

ACTION SCIENTIST			
Name	CP	Description	Attribute Cost
Iron Will	Perk	+2 Maximum Sanity	-
Research	Perk	You may submit a Research Question between games. Note that this is not a "down time action" and cannot be used to unlock In Game skills or abilities.	-
Repair	Perk	With 1 minute of Focus (At the start of which you must call "Beginning Repair," in the same way you might call "Beginning First Aid") you may Repair a Destroyed weapon or device, or, if the target is Resting, call "Cure Wounded to Machine," "Cure Maim to Machine," "Cure Bleeding to Machine," "Heal 2 to Machine," or "Refresh 4 Armor." You may also touchcast "Diagnose X to Machine" where X is Damage, Dead, Maim, Paralyze, Stable, or Unstable.	-
Second Wind	3	Spend 10 seconds of Focus as catching your breath and call "Heal 4 to Self."	E
Patch Job	3	With 30 seconds of Focus you may touchcast "Short Repair (Weapon or Device)," or, on a Resting target, "Refresh 2 Armor", "Short Cure Maim to Machine," or "Short Heal 2 to Machine." You may also touchcast "Beginning First Aid to Machine." After 1 minute of Focus you may then call "Stabilize to Machine."	E
Covering Fire	3	Make a Firearm Attack for Agony.	A
Dodgy	3	When struck by a Melee, Dart, Packet, or Thrown Weapon Attack you may call "Avoid."	AAA

Thousand Yard Stare	2	You may call "Resist" when struck by an effect with the Fear trait.	F
Raygun Diplomacy	4	So long as you are wielding a blaster prop which is clearly a raygun of some kind you may make a Firearm Attack for "(Called Damage +1) by Ray." This Skill will not help you if you borrow someone's normal gun prop. Please note: Rayguns tend to have rings and parabolic shields on the business end, and may have fins.	F
Sweet Right Hook	3	Make a Melee Attack for "2 Damage."	W
Not the Face!	3	Swing a Melee combat prop in a 180-degree arc and call "Disengage."	WW
Overload	4	With 3 seconds of Focus as making adjustments to your raygun you may make a Firearm Attack for "10 Damage by Ray." The Firearm is then Destroyed. This Destroy effect cannot be mitigated in any way, though the raygun may be Repaired as normal.	S

Action Scientist Nature	
<i>Nature</i>	<i>Description</i>
Voracious Learner	You have the Academic, Scientist, Mechanic, and Engineer Traits.
Insatiable Curiosity	Whenever you interact with a Tag that says "Requires: (Academic, Scientist, Mechanic, and/or Engineer)" you take the effect "Agony by Curiosity."



Boxer

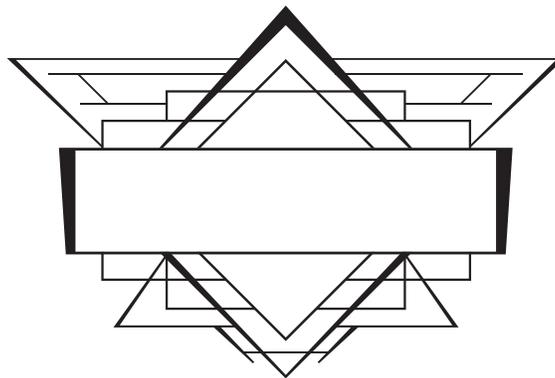
Martial artists without peer, Boxers hail from across the face of Ayos and practice innumerable forms of close quarters combat.

Tools of the Trade: Long Claw, Long Claw/Short Claw, Long Claw/Long Claw, Long Claw/Buckler Claw, 2 Handed Claw, Staff Claw, Long Weapon, Long Weapon/Short Claw, Long Weapon/Long Claw, Long Weapon/Buckler Claw

BOXER			
Name	CP	Description	Attribute Cost
One Tough Customer	Perk	+2 Maximum Vitality	-
Meditation	Perk	With 1 minute of Focus as quiet meditation or shadow boxing or some other form of gearing up for combat, call "Refresh 1 Sanity to Self."	-
Member of the Wrecking Crew	Perk	When you make a Melee Attack for Called Damage with a Claw, add 1 to the Damage total.	-
Second Wind	3	Spend 10 seconds of Focus as catching your breath and call "Heal 4 to Self."	E
Play Through the Pain	3	When struck by a Maim effect you may call "Short Purge."	E
Cheap Shot	3	You may make a Melee Attack for "Agony" or "Short Agony to Mook."	A
Dodgy	3	When struck by a Melee, Dart, Packet, or Thrown Weapon Attack you may call "Avoid."	AAA
Debilitating Strike	3	You may make a Melee Attack for "Short Weakness."	F
Already Dead	3	With 1 minute of Focus as quiet meditation or shadow boxing or some other form of gearing up for combat, call "Imbue to Self." You may call "No Effect" when struck by effects with the Fear trait until you next take a Long Rest.	FF
It Doesn't Bend That Way	4	You may make a Melee Attack for Maim or 2 Melee Attacks for "Short Maim to Mook." Any unused iterations of this Skill are lost when you take a Long Rest.	W
Sweet Right Hook	3	Make a Melee Attack for "2 Damage."	W

Fists of Fury	4	You may immediately swing 3 Flurries with each attack being a call for "2 Damage" (9 attacks total). These attacks cannot be modified in any way (e.g., Member of the Wrecking Crew does not apply). Unlike normal Called Melee Attacks, whether you hit or miss, are blocked, Parried, or Avoided, each of your swings counts towards your 9 Attack total. You may take a single step between Flurries—repositioning slightly is acceptable, but this is meant to be a fairly stationary skill. Any unused iterations of this Skill are lost after 30 seconds have elapsed.	S
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Boxer Nature	
<i>Nature</i>	<i>Description</i>
Cross Training	You have the Scrapper and Torpedo Traits.
A Matter of Honor	You may never wield a Firearm. Additionally, if you are ever affected by the call "Inflict Challenge" you must make a good faith effort to engage whatever Challenged you in melee combat until one of you is clearly unable to continue fighting (e.g., is dropped unstable, has both arms maimed, etc.).



Masked Avenger

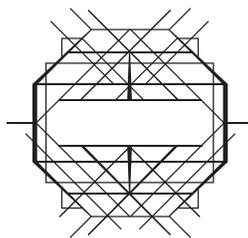
Who knows what evil lurks in the hearts of criminals? *Masked Avengers* do! Please note: being a Masked Avenger is something of a part time gig—you're going to want another Career as a Secret Identity. And yes, you need an era-appropriate costume, and preferably a mask as well. And also no, hanging about in your costume is *not* a good idea—please make a good faith effort at keeping your secret identity a “secret!”

Tools of the Trade: Long Claw, Long Claw/Short Claw, Long Claw/Long Claw, Long Claw/Buckler Claw, Handgun Use, Handgun Use/Long Claw, Handgun Use/Handgun Use, Spare Clip, Cinematic Clip

MASKED AVENGER			
Name	CP	Description	Attribute Cost
One Tough Customer	Perk	+2 Maximum Vitality	-
Stake Out	Perk	Once per reset, with 1 minute of Focus as lurking/hiding in the shadows (after sunset), you become a Shadow. You may remain in this state until you move, use a Skill, speak, make a loud noise, or someone shines a light on you. Under any of the above conditions, you must call Purge Shadow.	-
You'll Never Get Away With It	Perk	Once per Reset you may call “You'll never get away with it! By Your Name, Inflict Monologue to (Name)!” The target will then likely break into an expository monologue of some considerable duration. Please note that this skill will only work on Villains, which are a very specific type of character at <i>Hellcat Jive</i> . You'll know them when you see them.	-
Second Wind	3	Spend 10 seconds of Focus as catching your breath and call “Heal 4 to Self.”	E
Raconteur	3	Upon activating this skill, make a witty remark. You may then touchcast “Grant 1 Protection by Inspiration” a number of times equal to your Maximum Style.	E
Dodgy	3	When struck by a Melee, Dart, Packet, or Thrown Weapon Attack you may call “Avoid.”	AAA
One With the Shadows	4	With 1 minute of Focus as lurking/hiding in the shadows (after sunset), you become a Shadow. You may remain in this state until you move, use a Skill, speak, make a loud noise, or someone shines a light on you. Under any of the above conditions, you must call Purge Shadow.	AAA

Dramatic Entrance	4	Make a "frightening" audio cue (a maniacal laugh is classic) and call "By My Voice, Agony to Mook by Fear."	FF
Subtle Aura of Menace	3	You may call "By My Gaze, Short Repel by Fear."	F
Sweet Right Hook	3	Make a Melee Attack for "2 Damage."	W
You Won't Be Needing That	3	You may make a Melee Attack for Disarm.	WW
Don the Mask	4	You must change into your costume. Until you next take a Long Rest you must call "No Effect" to any effect with the Fear trait, and when you make a Melee Attack for Called Damage, add 1 to the Damage call. You must remove your costume before you can Reset by means of a normal Long Rest. You may gain the benefits of a Long Rest via an imbue or other effect without needing to use this Skill again.	S

Masked Avenger Nature	
<i>Nature</i>	<i>Description</i>
Origin Story	You have the Investigator, Detective, Scrapper, and Torpedo Traits.
Mild Mannered Secret Identity	While not under the effects of Don the Mask, you may not Deathstrike anyone, you may only wield a Handgun, a Long Claw, Long Claw/Ritual Knife (if you are an Occultist), or Long Claw/Short Claw, and you must make a good faith effort to keep your Masked Avenger identity secret (e.g., no one aside from cabin-mates should see you change costumes. We realize people will almost certainly know who you are, but that's not the point of the thing.). If you are discovered (your identity is compromised), you must report as much in your PEL. You may well lose access to Don the Mask and some of your Skills, at least temporarily. Note: we're not asking for actual Out of Game operational security, we just want people to keep true to the spirit of the thing.



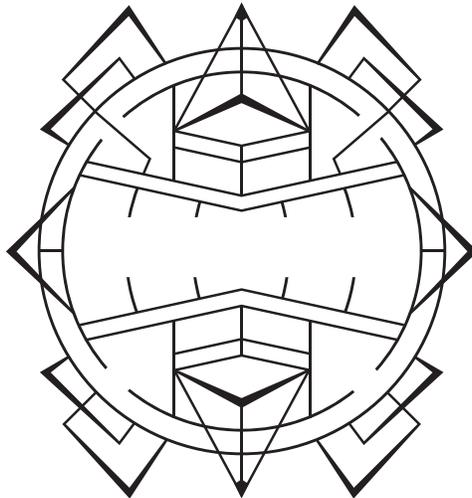
Mystic

Powerful mentalists, mesmerists, and seers, *Mystics* use their minds and their knowledge of the possible-future to achieve their goals.

Tools of the Trade: Long Weapon

MYSTIC			
Name	CP	Description	Attribute Cost
Iron Will	Perk	+2 Maximum Sanity	-
Visions	Perk	You will be shown a Vision before each Event. Furthermore, whenever you take a Long Rest, you may call "Grant Defense to Self by Vision: Elude." This Elude will be triggered by the first Melee, Packet, or Dart Attack made against you regardless of whether it is for Uncalled Damage or some Called effect.	-
Hawk and Handsaw	Perk	Once per Reset you may spend 30 seconds of Focus as hypnotising someone and call "By My Gaze, Refresh 2 Sanity by Trance."	-
Mind Over Matter	3	With 3 seconds of Focus you can touchcast "Short Cure Maim by Trance."	E
Pain is a Trick of the Mind	4	With 3 seconds of Focus at a conversational distance you may call "By My Gaze, Heal 2 by Trance." Note: as this Skill involves making eye contact, you cannot use it on Unconscious people.	E
Cloud Their Minds	4	At a conversational volume you may call "By My Voice, Short Repel to Mook by Trance." You also take an Agony effect.	AA
Omens	4	With 5 minutes of Focus as interpreter the signs around you, you may call "Grant Melee Defense to Self: Avoid" or "Grant Firearm and Packet Defense to Self: Avoid."	A
Thousand Yard Stare	2	You may call "Resist" when struck by an effect with the Fear trait.	F
Mental Conditioning	3	With 5 minutes of Focus you may touchcast "Grant Fear Defense: Shield" or "Grant Horror Defense: Shield." You may use this skill on yourself.	F
Not the Face!	3	Swing a Melee combat prop in a 180 degree arc and call "Disengage."	WW
Feel Your Limbs Grow Heavy	3	You may throw a Packet and call "Short Weakness by Trance" or "Weakness to Mook by Trance."	W
The Reading	4	With 5 minutes of Focus as some sort of divination or oracular reading you may touchcast "Grant Melee Defense: Avoid" or "Grant Firearm and Packet Defense: Avoid."	S

Mystic Nature	
<i>Nature</i>	<i>Description</i>
The Veil Grows Thin	You have the Academic, Occultist, and Medium Traits.
Thinly Tethered	Whenever you regain consciousness (from being asleep, taking a Stun effect, losing your last point of Lifeblood, etc.), take an Agony effect. Note: if this triggers some form of cascading loop of effects, complete one full cycle of the loop and stop—this Nature will not reactivate until a separate instance of an effect starts the loop again.



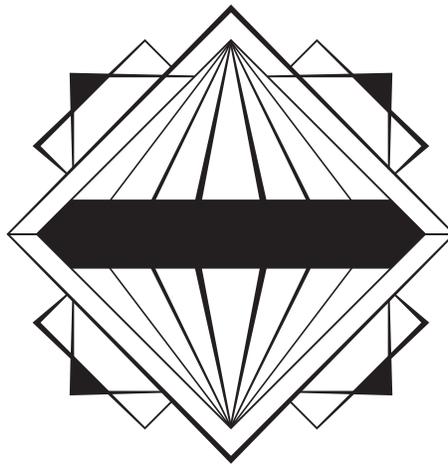
Warlock

Students of eldritch secrets and lore better left unknown, *Warlocks* wield strange and terrifying energies.

Tools of the Trade: None.

WARLOCK			
Name	CP	Description	Attribute Cost
Iron Will	Perk	+2 Maximum Sanity	-
The Price	Perk	You may spend Sanity in place of Earth, Air, Fire, or Water to activate Skills in this Calling. If you do so, you must report your actions in your PEL.	-
Dark Favor	Perk	When you take a Long Rest call "Imbue to Self by Eldritch." You gain the ability to throw 10 Packets for Uncalled Damage. You may reset this ability with 1 minute of Focus. Any unused iterations of this ability are lost when you take a Long Rest (e.g., you may never have more than 10 Attacks from this Skill at a time).	-
The Sign of the King	3	You may call "By My Gesture, Short Paralyze to Mook."	E
Bleak Tether	4	You may throw a Packet for "Short Root by Warping."	E
Withering Gaze	3	You may call "By My Gaze, Short Repel by Fear."	A
Blistering Sphere	3	You may throw a Packet for "Agony by Warping."	A
Balefire Lash	3	You may throw a Packet for "3 Damage by Warping."	F
Method to the Madness	4	You may call Resist when struck by an effect with the Fear or Horror traits.	F
The Shriveling	3	You may throw a Packet for "Maim (Limb) by Warping."	W
Wail of Oblivion	2	You may throw a Packet for "Slam by Fear."	WW
Eldritch Bolts	3	With 1 minute of Focus as performing a dark and ancient ritual you may call "Imbue to Self by Eldritch." You gain the ability to throw 5 Packets for "2 Damage by Warping." Any unused iterations of this Skill are lost when you take a Long Rest. You cannot use this Skill while you have any Packet attacks remaining from a previous use of this Skill.	S

Warlock Nature	
<i>Nature</i>	<i>Description</i>
Student of the Supernatural	You have the Academic and Occultist Traits.
Red Right Hand	Your non-dominant hand (or, if ambidextrous, choose a hand) must appear to be skeletal or withered in some way, or else covered in a glove which you never remove. You may never deliver a Heal effect to anyone other than yourself.

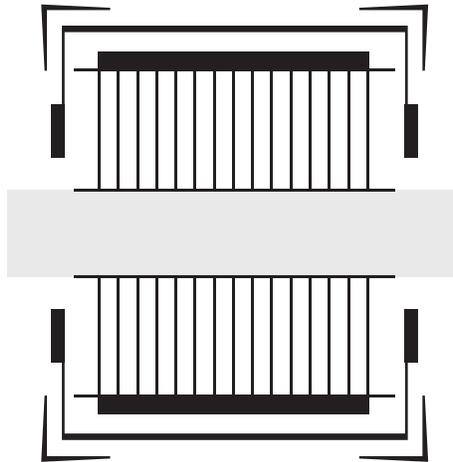


Character Creation: Qualities

Players may choose Qualities for their characters. Qualities come in three varieties: *Advantages*, which confer a benefit of some kind at the cost of CP, *Hindrances*, which give the character more CP in exchange for a flaw of some kind, and *Complications*, which are generally free and come with both upsides and downsides. Some qualities are available only to certain types of characters. Qualities will sometimes have multiple “levels” a Player can buy—in these instances the costs listed are per level. Qualities can only be taken once each unless otherwise noted. Any Quality that requires the use or presence of an in-game item should be run by the GMs—the item will have to be approved and affixed with a yellow sticker (please see the Core Rules for information on Yellow Tagged Items). Many Qualities have Twist Points associated with them—this is a measure of how convoluted the character’s history is becoming. Characters may have no more than 5 Twist Points and may not gain more than 5 CP from Qualities.

Qualities may only be taken during character creation or during a character’s one free rebuild after their first full weekend Event. After that, a character’s Qualities are set in stone.

Please use common sense when selecting Qualities—we encourage people to limit themselves to Qualities that are appropriate to a character’s history.



Advantages

Advantage	CP Cost	Effect	Twist Points
Brave	2	Once per Reset, the first time you are struck by an effect with the Fear trait you may call "Reduce to Agony."	1
Connections	3	You have benevolent ties to an important individual or group of some kind. This could be anything from a street gang to a military to a prominent professor at a university.	1
Faithful	2	Requires: Human. Once per event you may touchcast Heal 3 by Faith.	2
Famous	2	You're famous. Yep.	2
Glutton For Punishment	3	Once per Event, once you have been Unstable for 10 seconds you may stagger to your feet and call "Heal 2 to Self."	1
Lucky Charm	3	Once per Event, when struck by a Melee, Firearm, or Packet Attack you may call "Reduce to Slam."	1
Nochian Sign	1	You may place a glowing ward on your Cabin. Nothing hostile will venture past a Nochian Sign between the hours of 2:00am and 10:00am.	1
Position	1/Per	You hold a meaningful title or rank of some kind. You may have up to 3 levels of Position. Note that Position will <i>never</i> give you control over another Player.	1/Per
Strange Inheritance	1/Per	You have a strange and powerful object of some kind. You may not be entirely certain of what it does... You may have up to 3 levels of Strange Inheritance.	1/Per
Total Recall	3	In your PEL you may ask for clarification about something you witnessed (this is an exercise of "memory" only).	1
True Grit	3/Per	+1 Maximum Lifeblood. You may have up to 2 levels of True Grit.	1/Per
Wealthy	2/Per	You will have a substantial income per Event. You may have up to 2 levels of Wealthy.	1/Per
Will to Live	3	When you fall Unstable you may spend the first 30 seconds calling for help. You can't move or do anything useful, unfortunately.	1
Wing and a Prayer	2	Once per Event, after a Crash you may not be quite so badly off as most others. Which can be important.	1

Hindrances

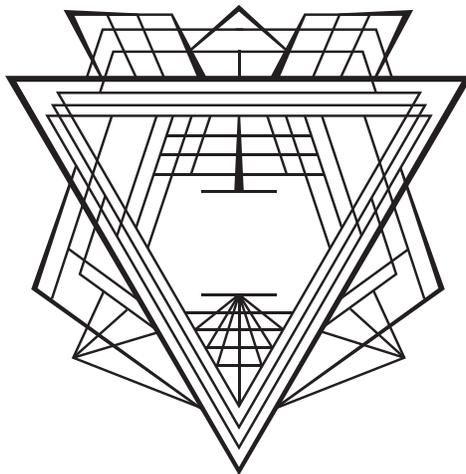
Hindrance	CP Bonus	Effect	Twist Points
Addiction	3	If you do not pay a fee at Check In at each Event, your Maximum Vitality and Maximum Sanity are each reduced by 1, to a minimum of 1.	2
Bleeder	4	If you fall Unstable your Bleed Out count is reduced to 30 seconds. If you have a Nature which effects when or how you fall Unstable you cannot take this Quality.	1
Compulsive Gambler	3	When presented with the opportunity to gamble you must accept. You may spend 2 Sanity to suppress this urge. Once you have spent Sanity in this manner you are inured to the lure of gambling until you next take a Long Rest.	1
Coward	4	When you are struck by an effect with the Fear, Horror, or Dread traits, call "Increased." You take an Agony effect in addition to whatever effect triggered this Hindrance. This Agony is considered self inflicted and will not trigger Natures, Skills, etc.	1
Delicate	4	Your Maximum Lifeblood is decreased by 1.	1
Glass Jaw	4	When you are struck by an Agony effect you must call "Increased" and take it as a Short Stun. You may not mitigate the Stun in any way.	1
Hunted	3	Some force wants you dead.	2
Jinxed	3	You have the Jinxed trait. What could possibly go wrong?	1
Mental Instability	3	Your Maximum Sanity is reduced by 1.	1
Nemesis	3	Someone in a position of power somewhere well and truly hates you.	2
Notorious	3	You have something of a reputation. And not in a good way.	2
Poor	3	You must pay twice the normal amount of Upkeep at the beginning of each Event.	1
Sickly	3	Your Maximum Vitality is Reduced by 1.	1
Tainted Bloodline	4	Somewhere along the line your family includes something... wrong... like "horrible fish monster" or "evil spirit" wrong...	1
Trick Knee	3	You are under a perpetual Slow effect. This Slow can never be mitigated in any way. If you are already under a Slow effect due to a Nature or the like you cannot take this Quality.	1

Complications

Complication	Effect	Twist Points
9 - 5	You have a job. That's kind of a big deal! You don't have to pay Upkeep at the beginning of each Event (unless something pretty bad is going on).	1
Berserker	Once per Reset you may call "Imbue to Self by Rage." You receive 2 points of Bonus Vitality (even above and beyond the normal cap of 10) and take a Frenzy effect. This effect is self inflicted and will not trigger Natures or other such things. When the Frenzy effects ends for whatever reason, take "2 Damage by Rupture." This Damage cannot be mitigated in any way.	1
Born Under a Strange Sky	Weird occurrences seem to be par for the course for you. At the beginning of each Event you may be informed of something that has recently happened to you...	2
Dieselpunk	One (or more) of your limbs has been replaced by a red diesel powered prosthetic. You gain the Machine trait. If one of your arms has been replaced you may spend a point of Water to make a Melee Attack using a melee prop wielded with the replaced arm for "2 Damage." If one of your legs has been replaced you may spend a point of Water to Purge a Slow effect. If your prosthetic limb is struck with a Maim or Destroy effect, it can only be Cured by a call of "Cure Maim to Machine." Automata cannot take this Quality.	2
Eyepatch	You lost one of your eyes (the story is...quite a story) and continually wear an eyepatch. On the downside, you have to wear an eyepatch. On the upside: you get to wear an eyepatch! After 3 seconds of eye contact with a target you may spend a point of Air to call "By My Gaze, Short Repel by Fear." Eyepatches may be constructed so as to allow vision from the covered eye so long as the covered eye is not visible to others.	1
Dreamer	You sometimes have prophetic dreams. You will be shown a Vision before each Event.	2
Haunted	You gain the Haunted trait.	3
Lone Wolf	Your Maximum Vitality is increased by 1. While conscious, you cannot accept any form of medical attention or beneficial touchcasts.	2
Loving Family	You have people who care about you, and who you care about.	1
Patron	There is a powerful individual or organization who will sometimes support you—but will also require you to do things for them from time to time.	2
Powerful Knowledge	You know something that people regard as important and/or dangerous. You will need to work with Staff to determine what you know. You cannot take this Quality after December 31st, 2019.	2



Rival	Not quite a friend, but not exactly an enemy, you have someone who makes your life... interesting.	2
Stone Cold Sober	Your Maximum Sanity increases by 1. You cannot voluntarily drink Alcohol or imbibe other intoxicants. If you become intoxicated inadvertently, you lose 1 Sanity.	1
Trusty Steed	You have an aircraft. Very impressive—and very expensive. You may have up to 2 levels of Trusty Steed: Level 1 indicates a small fighter craft, while Level 2 indicates a mid-sized cargo vessel.	2/Per



Character Creation: Open and Combat Skills

All characters can purchase *Open Skills*. Most *Combat Skills* are available for general purchase, though a handful are restricted to specific Careers and Specializations (they will not have a CP cost listed, as either you get them for free or you can't get them). Many Combat Skills also have prerequisites of some kind—other Skills that must be purchased before they can be picked up.

Open Skills		
Skill Name	CP Cost	Description
Hale	4	+1 Maximum Vitality
Mental Fortitude	3	+1 Maximum Sanity
Poke it With a Stick	1	You may touchcast "Diagnose Dead."
Stay With Me, Buddy!	1	You may touchcast "Diagnose Stable." You may also touchcast "Beginning First Aid" on a Resting target. After 1 minute of Focus as administering medical attention (badly) you may call "Stabilize and Stricken by Bleeding." Note: this does not Inflict the target with the Bleeding trait.

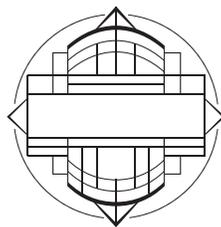
Combat Skills: Melee		
Skill Name	CP Cost	Description
Defensive Martial Arts	5	You may dual wield Long Claw/Buckler Claw. Requires: Self Defense.
Long Range Boxing	5	You may wield a Staff Claw. Requires Self Defense.
Offensive Martial Arts	5	You may dual wield Long Claw/Long Claw. Requires: Self Defense.
Scrappy	2	You may wield a Long Claw.
Self Defense	5	You may dual wield Long Claw/Short Claw. Requires: Scrappy.

Combat Skills: Firearm		
Skill Name	CP	Description
Handgun Use	3	<p>You may wield a pistol, sidearm, handgun (etc.). You may not wield another weapon in your off hand. This skill does not allow you to wield blasters which fire non-standard darts (e.g., Megadarts). If a skill allows you to make an Attack for Called Damage, your pistol will allow you to fire for "2 Damage."</p> <p>You gain the Ammo attribute with a score of 6. This does <i>not</i> stack with Ammo granted to you by Longarm Use or Heavy Weapon Use. You may spend 1 point of Ammo to make a Firearm Attack for Uncalled Damage. Ammo Refreshes when you take a Long Rest.</p>
Heavy Weapon Use	-	<p>You may wield a Heavy Weapon (preferably one thematically appropriate for your Career) such as a machine gun, rocket launcher, or sniper rifle. You may not wield another weapon in your off hand. Take a Short Root effect when you fire a Heavy Weapon. Remember: Short effects last until you Rest for 10 seconds.</p> <p>You gain the Ammo attribute with a score of 6. This does <i>not</i> stack with Ammo granted to you by Handgun Use or Longarm Use. Ammo Refreshes when you take a Long Rest.</p> <p>You may spend 6 points of Ammo to use a Heavy Weapon. When you purchase this Skill, choose one of the following three types of weapons in which to become proficient:</p> <p><i>Machine Guns</i>, which allow you to make 10 shots for Uncalled Damage.</p> <p><i>Rocket Launchers</i> allow you to make a Firearm Attack for "10 Damage and Slam by Explosion." This requires you to fire a foam rocket.</p> <p><i>Sniper Rifles</i> allow you to make 2 Firearm Attacks for "6 Damage" (or 7 Damage if the blaster fires Megadarts).</p>
Longarm Use	5	<p>You may wield a rifle or other blaster which requires two hands to wield. You may not wield this weapon if one of your arms is maimed. This skill does not allow you to wield blasters which fire non-standard darts (e.g., Megadarts). If a Skill allows you to make a Firearm Attack for Called Damage, you may fire your rifle and call "3 Damage."</p> <p>You gain the Ammo attribute with a score of 6. This does <i>not</i> stack with Ammo granted to you by Handgun Use or Heavy Weapon Use. You may spend 1 point of Ammo to make a Firearm Attack for Uncalled Damage. Ammo Refreshes when you take a Long Rest.</p>

Shotgun Use	5	<p>You may wield a blaster which requires two hands to wield and can fire 2-3 darts at once. You may not wield this weapon if one of your arms is maimed. This skill does not allow you to wield blasters which fire non-standard darts (e.g., Megadarts). If a Skill allows you to make a Firearm Attack for Called Damage, you may fire for shotgun for "2 Damage" per dart fired.</p> <p>You gain the Ammo attribute with a score of 6. This does <i>not</i> stack with Ammo granted to you by Handgun Use or Heavy Weapon Use. You may spend 1 point of Ammo to make a Firearm Attack for Uncalled Damage, with 1 Ammo expended per dart fired. Ammo Refreshes when you take a Long Rest.</p> <p>Note: For clarity, after shooting a target, it may be worth holding up a number of fingers equal to how many darts struck them.</p>
Spare Clip	-	Your Ammo attribute increases by 6.
Cinematic Clip	-	You Ammo attribute increases by 6. Moreover, if you have 0 Ammo, you may spend 1 minute of Focus to call "Refresh 6 Ammo to Self." You <i>must</i> have 0 Ammo to use this Refresh ability, and it is to Self only.
High Caliber	-	If you have a skill which allows the use of a class of firearms, you may now wield blasters of that class that fire Megadarts. If a skill allows you to make a Firearm Attack for Called Damage and you are firing a Megadart blaster you may add 1 to the Called Damage total (e.g., a High Caliber handgun would allow you to fire for "3 Damage").

Character Creation: Additional Attributes

Players may purchase additional levels in Earth, Air, Fire, Water, and Style to increase the frequency with which they may use their Skills and abilities. To raise an Attribute costs an amount of CP equal to (the level to which you are raising an Attribute +2). Attribute levels must be bought singularly and in sequence—you have to buy level 2 before you buy level 3. As an example, to raise your Air from 2 to 4 would cost (Level 3 for 5, Level 4 for 6) a total of 11 CP.



Character Advancement

While Player Characters begin their time at *Hellcat Jive* with 40 CP (assuming an approved character history), they can earn more CP in a variety of ways. Each event, a Player can earn .5 CP for Preregistering (and showing up), .5 CP for attending the Event, 1 CP for helping us set up and clean up afterwards, and 1 CP for submitting a Post Event Letter (via the Character Database) within two weeks of an Event. Players can earn CP by contributing donations requested by Staff. People will earn 3 CP if they NPC a full event at a game with which *Hellcat Jive* has a CP Exchange.

The CP cap in 2018 is 64. The cap will increase by 24 each Season (every time we hit January 1). Any CP earned above and beyond cap can be “banked” for use in a later Season. Unspent CP is transferable between characters and between Players.

The base CP at character creation will increase by 10 each Season (e.g., 30 + 20 for History as of January 1, 2019, 40 + 20 for History as of January 1, 2020, etc.).

Various and Sundry

Hellcat Jive utilizes the core Accelerant rules. The section below discusses aspects of *Hellcat Jive* game culture or mechanics which deserve special attention, as well detailing those instances in which *Hellcat Jive* operates somewhat differently from most other Accelerant games.

Play Nice With Others

Hellcat Jive includes a number of factions and groups that don't always see eye to eye. Tensions and struggles between Players with various allegiances are all but inevitable (and are encouraged). That said, we do *not* encourage violence between Players. Please try to work things out without resorting to combat or the use of offensive Skills or abilities on one another. If you are having issues with a fellow Player which are starting to cause bad blood Out of Game, please come talk to Staff!

Those found to be constitutionally built to initiate Player vs. Player (or “PvP”) violence or aggressive RP should remember that the rough edges of society have a habit of ending up in prison In Game, or politely disinvited Out of Game.

Basically, make sure your character is someone that both you and your friends can live with for 72 hours at a whack. Utterly inflexible stances on core parts of the game world won't make you an interesting lone wolf—they'll make you that annoying person in the corner who can't get along with anybody.

You and everyone else will have more fun if you make a character who can work with others when push comes to shove.

Caution: Halo

The core Accelerant rules below have the following to say about Caution:

This phrase indicates some condition that may threaten the health of a Player. A caution should never last more than 10 seconds. It indicates that those people who are close to or involved in that problem should pause so someone can get clear, get up, or move away from a threat. Only those people nearby need pause until the problem resolves. Everyone involved in a caution is still responsible to the game, and should still be cautious of in game threats. They may move away from the Caution or pause until the person has dealt with the problem.

We at *Hellcat Jive* strive to include as many people as possible in our game. Some individuals may wish to participate while in a state of health where boffer combat could be somewhat riskier for them than under normal circumstances. *Hellcat Jive* can't promise such individuals that they won't be struck with boffer weapons while playing, and such individuals may only participate if they acknowledge and accept the risks of participating in a boffer LARP.

We will, however, be using a system to reduce accidental mayhem. Individuals not wishing to be struck with boffer weapons must wear a Staff approved "halo" of bright/glowing material (a wreath of dayglow safety material and green and red glowsticks or EL wire is a good place to start). This halo must be worn at all times during the session as there are very few Out of Game spaces and combat could occur at any time. While wearing a halo a Player gains the Halo trait and may not use melee or ranged offensive abilities (you can't hit people if they can't hit you back).

While wearing a halo a person may call "Caution, Halo" and do their best to stay out of harm's way. Players and NPCs alike will be instructed not to attack people who call "Caution, Halo." They may instead call "By My Gesture, 3 Damage to Halo," "By My Gesture, Stun to Halo," or "By My Gesture, (any other effect they can normally deliver by melee or ranged attack) to Halo."

Alcohol

As a reminder, the usage of actual alcohol or other mind altering drugs is strictly prohibited at any *Hellcat Jive* Event. Engaging in boffer combat and other such activities while chemically impaired is a very bad idea and anyone under the influence will be ousted from the game.

The use of *in game* alcohol and mind altering substances, however, is allowed and dealt with as follows.

- 1) Any such substance must be represented by a Staff approved tag of some kind (e.g., you have to find or make the substance in game). Such substances will likely be considered either an item or an Inflict card, depending on the circumstances, and all related effects are likely (though not assuredly) "by Poison."
- 2) Drinking *generally* restores Sanity (see individual drink cards for specifics).
- 3) *Binge Drinking*, defined as "consuming a number of drinks/drugs equal to your maximum Vitality attribute in a session" (not per reset, people: per weekend) has some side effects. First off, you must add "Drain and Waste 1 Fire to Self" to any other effects the substances may do to you each time you take any for the remainder of the Session. Second, you must include in your PEL that you went on a bender. Actions have consequences, after all. Speaking of which...

Actions Have Consequences

While not a rule per se, one tenet held close by Darksteel Games is that actions have consequences. Failure is an option, and Player choices have real and lasting effects in and on the game.

Bringing a Knife to a Gunfight

If your character has access to Melee Weapons it's worth noting that they get a leg up on "unarmed" folks. While wielding a melee weapon, add +1 Damage to all Called Damage Melee Attacks you make. If you are wielding a Melee Weapon with a head, such as an axe or wrench, you add an additional +1, for a total of +2 Damage to Called Damage Melee Attacks.

Crime Scenes

Areas or objects marked or cordoned off with yellow "CRIME SCENE" or "POLICE LINE DO NOT CROSS" tape are Crime Scenes suitable for investigation. Within the bounds of a Crime Scene Staff has made efforts to make everything appear as realistic as possible, arranging factors including but not limited to the position and garments of a body and the placement of items found in the vicinity. While tags requiring certain Careers or Skills may be present, not all "evidence" will be laid out with tags.

Don't You Die On Me

The core Accelerant rules have the following to say about first aid and bleeding out:

If someone begins to use First Aid on you, your count will be suspended until they stop the First Aid. If they call Stabilize you become stable and start your five minute count. If they do not finish the First Aid, your one minute death count will continue where it was before they started using the skill.

Given the different skills that can be used to stabilize someone and the different requirements of characters to become stable, it is important to familiarize yourself with what your personal needs are. For example, characters with the Machine trait will respond to someone saying "Beginning Repair" as most characters would to someone saying "Beginning First Aid." Someone calling "Beginning First Aid by Medicine" might have little luck trying to save a robot...

The important call to know is that if someone says "Beginning Surgery (or Repair, if applicable)," your bleedout count is frozen just as though they were performing first aid.

Remember to wait for the person performing the action to call the result—doctors and mechanics may have different speeds at which they can help people, so don't assume you are stabilized or healed until they call the effect.

Eldritch Horrors

No Called Defenses may be used to mitigate any effect with the Eldritch trait. The horror!

Elucidating the Issue of the Elusive Elude

Unless specifically noted by a Skill, characters may not have more than one “Elude” defense active at any given time. If a character is Granted an Elude while they have an Elude defense active, they must choose which Elude to keep.

Firearms (in Brief)

While the rules for firearm combat props will be set out in greater depth in the full rulebook, for the purposes of initially thinking about character concepts and weapons styles, we want to give you the basics of firearms at *Hellcat Jive*. Note that while this is lacking the final polish of the final rules set, this is likely how these rules will, in fact, function.

A *Firearm Attack* is any Attack made by way of a dart or other blaster-launched projectile.

Blaster Selection: Electrically powered blasters will not be allowed at *Hellcat Jive*. Similarly, while we encourage external cosmetic changes to blasters, *modifying the internals of a blaster is strictly and explicitly disallowed*. That’s a flat safety violation as far as we’re concerned, folks.

Clip Size: While Players can use whatever size magazine they want in a blaster, as a Staff we encourage Players to use clips and magazines with a 6 dart capacity. This both matches up nicely with some other pertinent rules and is thematically appropriate. Note that having a clip or magazine with a larger capacity does *not* allow you to fire more shots! The number of times you can fire a blaster is based on your Skills, discussed below.

Players’ access to blasters and darts is determined by the Skills in the Open/Combat Skills section. Note that some Skills are Open Combat Skills that any character may purchase, while others are tied to Careers, Specializations, and Callings (indicated by no CP cost being listed).

Focus is as Focus Does

Focus is defined under the Core Accelerant rules. At *Hellcat Jive*, we have provided some direction regarding Focus under particular Skills and abilities—often this is phrased something like “With 30 seconds of Focus as _____,” with the blank filled in with the sort of role play we expect from people using the Skill. “With 1 minute of Focus as cleaning and reloading your firearm, you may” is an example of such wording.

It’s a Mook’s World After All

In game parlance, lower-tier, boorish, or incompetent folks in various organizations (especially criminal enterprises) are known as “mooks.” Players have access to a number of fairly powerful abilities that specifically target Mooks—entities with the Mook trait. While by no means an exact methodology, Players could do worse than to equate “Mook” to “Crunchy” or “Minion” in their efforts to figure out plausible targets for their skills.

I've Only Got So Many Pockets

Players will be able to obtain two types of items: Common Items and Special Items. Players may own any number of items. While items do not expire, Common Items are often only usable once ever. Perhaps more importantly, Player may only activate 3 Common Items per Reset.

Items obtained through the crowd source campaign for Hellcat Jive are Special Items and therefore do not count towards the limit of 3 Common Item activations per Reset.

Maybe Don't Shoot the Tourists

It is more than likely that Player Characters will encounter individuals with garishly colored floral print shirts and straw hats while on Domus Alba. Such individuals are likely Tourists. Tourists are fully realized people, just like the Player Characters, and have names, goals, families—they are a living, breathing part of the Domus Alba community. That said, most Tourists are simply on vacation, and are almost always unarmed. Please assume that Tourists are simply trying to take in the view or grab a bite to eat at one of the local establishments. While nothing is technically stopping you from murdering Tourists, many local businesses thrive on the Tourist trade, and Player Characters may face severe repercussions for interfering in such things.

In other words: Tourists are realized roles in Hellcat Jive, however they are chiefly vehicles to allow our NPCs to eat dinner in character. Maybe think twice before trying to mug them.

My Feet Are Killing Me

Sometimes you just don't feel good. Whether you're physically unwell or maybe a little overwhelmed, if at any time you need to disengage from the game and go have a bit of a lay in, you can say "My feet are killing me." You become a Shadow and can move to your cabin or other OOG "safe space" that doesn't interrupt the flow of game. When you are feeling better, please return to the Club or other In Game social space. There is no stigma attached to any of this, though please understand this is a rule based in safety concerns and should not be used to escape from an in game "dangerous encounter" or the like. To reiterate the important part, though: *safety first and foremost*. If you aren't feeling well, please take a break!

Paralyzed Means "Paralyzed."

You cannot use the Avoid or Elude called defenses while under a Paralyze effect.

Performance Anxiety

As with any public event that involves performances, it is *very* important to Know Your Audience. When using a Skill or ability that involves a Performance (usually as a Glitterati, Hepcat, or Socialite), remember that there are times and places where performance is encouraged and appreciated (and even compensated. We may or may not have a Music Hall as a location in Town...), and there are times where performance may be regarded as intrusive. Please take a moment to review your surroundings before starting your performance. Singing the latest hit while someone is conducting a eulogy may not go over as well as you'd like. Taking the stage before a riveted audience is another matter entirely.

Also, when using a Skill or ability that involves a performance component, *make any mechanical call at the same volume at which you performed* (e.g., your "By My Voice" call shouldn't be shouted if you whispered

your stirring speech of derring do.). In the case of performances without an audio component, please keep the call to a conversational volume.

Ranged Combat and You

Ranged Attacks include attacks delivered by Dart, Packet, or Thrown Weapon. Attacks delivered by Gesture, Gaze, or Voice are *not* considered Ranged Attacks.

Shields (including Buckler Claws) block Uncalled Ranged Attacks. *Called* Ranged Attacks cannot be blocked by shields—the Damage or Effect goes right through them.

So Many Claws

As part of the effort to create and maintain the dieselpunk atmosphere at *Hellcat Jive*, it's important to internalize what is and is not appropriate to cart around town with you. Put another way: walking into a speakeasy with a battleaxe and a tower shield is just going to make you look silly and probably get you shot. Happily, punching, in a variety of forms, is a universal method of both communication and problem solving, and no one will bat an eye if you walk around empty handed. Yay, punching!

For most purposes in *Hellcat Jive*, a “claw” means a Natural Weapon as represented by a plain red combat prop, per core Accelerant rules.

All characters can purchase Scrappy (which lets you wield a single Long Claw) or a number of other useful forms of physicality (e.g., someone with the Defensive Martial Arts skill can wield a Long Claw and Buckler Claw), and many styles of “unarmed combat” are Tools of the Trade (and thereby free benefits) for various Careers, Specializations, and Callings. Contrariwise, very few Career paths let you wield actual “melee weapons” such as bats, swords, and crowbars.

Generally available unarmed “weapon styles” are listed under the Open Skills/Combat Skills section of Character Creation. Remember: the CP cost is moot if the style is included as one of the Tools of the Trade in your Career, Specialization, or Calling.

Spirits, Ghosts, and Shadows

In order to help smooth over certain potential issues at *Hellcat Jive* we have slightly tweaked the notion of a "Spirit." Spirit, Ghost, and Shadow are all Traits that entities can have.

Spirit is a trait that denotes a being composed of spirit—it is something beyond the mortal world. When a spirit is struck by an Attack that does not include the "to Spirit" bane effect they must call "Spirit" and take No Effect from the Attack.

Ghost is the trait that a Player gains after they die—ghosts need to go to Monster Camp. When a ghost is struck by an Attack that does not include the "to Ghost" bane effect they must call "Ghost" and take No Effect from the Attack. In all other respects, a ghost operates as a Spirit of the Dead in the Core Rules.

Shadow is a Trait that PCs and NPCs gain when indicating that they are Out of Game or somehow removed from play. An NPC setting up a module is a "Shadow" and should be ignored and left alone. Similarly, if a Player is being taken someplace for a mod, they become a Shadow while they teleport or move through a hidden path or some such (remember: Shadows can't talk!). If someone attempts to interact with you in any way while you have the Shadow Trait, simply call "Shadow" and ignore them. Likewise, if you attempt to interact with an individual or vehicle and are told "Shadow" in response, your actions have had no effect and you should ignore the person or vehicle in question to the best of your ability.

Weakness

In an effort to create parity between melee combatants and ranged combatants, you may not make Ranged Attacks for called effects while suffering from Weakness. You may make Uncalled Ranged Attacks as normal while under a Weakness effect.

Combat Props

When creating a combat prop for use at *Hellcat Jive*, please follow the guidelines below. Not all of the weapon types below are usable in *Hellcat Jive*, but we offer the guidelines here to perpetuate general accessibility of construction guidelines.

Melee Weapons

1) Choose Your Weapon

First, determine the type of weapon you wish to create, and read below for length and construction requirements. Each type requires its own skill to wield in combat.

Blades

These weapons represent daggers and all types of swords. A bladed weapon has a striking surface that covers at least 2/3 of its entire length. The weapon may have a cross-guard or hand-guard, but the guard must be made entirely of pipe foam or the equivalent.

Weapon Type	Minimum Length	Maximum Length
Dagger (Small Weapon)	18"	24"
Short Sword	25"	36"
Long Sword	37"	46"
Two-Handed Sword	50"	64"

Axes

These weapons represent hatchets and all types of axes. An axe requires padding which covers at least 1/2 of its entire length. The striking surface is a head of open-cell foam at least 8" in length, which extends at least 4" from the shaft, and looks like an axe blade.

Weapon Type	Minimum Length	Maximum Length
Hatchet (Small Weapon)	18"	24"
Short Axe	25"	36"
Long Axe	37"	46"
Two-Handed Axe	50"	64"

Hammers

These weapons represent maces, hammers, and all types of smashing weapons. A hammer requires padding that covers at least 1/2 of its entire length. The striking surface is a head of open-cell foam at least 6" long which extends at least 4" from the shaft, although this could be 2" on both sides for a mace.

Weapon Type	Minimum Length	Maximum Length
Household Hammer (Small Weapon)	18"	24"
Mallet	25"	36"
Sledge	37"	46"
Two-Handed Maul	50"	64"

Claws

These weapons represent some kind of natural weaponry or skill in unarmed combat. A claw must have padding which covers at least 2/3 of its entire length and must be red in color. The striking surface is the padded area of the weapon above the grip. Claws are not affected by Disarm effects. If a claw is affected by a Destroy effect, the character will take a Maim effect to the limb holding the claw.

Weapon Type	Minimum Length	Maximum Length
Small Claw	18"	24"
Short Claw	25"	36"
Long Claw	37"	46"
Staff Claw	48"	64"
Two-Handed Claw	50"	64"
Polearm Claw	60"	72"
Buckler Claw	14" in Shortest Dimension	24" in Longest Dimension
Full Shield Claw	14" in Shortest Dimension	36" in Longest Dimension

Note: Staff claws and other such unusual weapons must follow the generalized construction guidelines of a standard weapon of the given type (e.g., a staff claw should be built like a normal staff, just red.).

Staves

Staves have a striking surface on both sides of the weapon. Each striking surface covers at least 1/3 of the entire length. The middle section of the staff must also be padded, though you can use 3/8" padding for the grip of the staff so long as the full 5/8" is used for the striking surfaces. The staff must have a thrusting tip on both ends.

Weapon Type	Minimum Length	Maximum Length
Staff	48"	64"

Shields

Shields must be completely edged in 5/8" closed cell pipe foam. Shields should be constructed from durable material—two sheets of corrugated plastic set at cross grain can be a good base to work with, as can wood or similar materials.

Weapon Type	Minimum Length	Maximum Length
Buckler	14" in Shortest Dimension	24" in Longest Dimension
Full Shield	14" in Shortest Dimension	36" in Longest Dimension

2) Create the Core

Next, you must create the weapon core (for thrown weapons you skip this step).

Your core materials depend on the length of the weapon, which you determined in step one. The weapon core will need to be 4" shorter than the overall length of the finished weapon. Each end must be capped with a coin or strapping tape, so there is no hole at the end (this is to prevent the cut end of the core from slicing through the foam padding). We at Occam's Razor recommend cutting a disc of blue camp mattress foam and rubber cementing it to the end of the capped core / striking surface as further protection against accidentally coring someone. Each pipe insulation overlap will need to be 1" in length, and the foam thrusting tips must be 2" in length.

The permissible core materials are described below:

3/4" PVC

This common core may be used for one-handed weapons, and must be used with aluminum to make two-handed weapons. Look for Schedule 20 PVC pipe with a thin wall (there are Schedule 40 pipes with thicker walls, but they are too heavy to make good weapons). This core may also be bent into bows by applying either very hot water, or softening it with the heat of a heat gun (be careful).

1/2" PVC

This core is too "whippy" to use for longer weapons, however, weapons up to 36" long may be safe with a 1/2" core. This material is not permitted for any other type of weapon.

3/4" CPVC

This core may be used for one-handed weapons, and must used with aluminum to make two-handed weapons. Look for Schedule 20 CPVC pipe with a thin wall (there are Schedule 40 pipes with thicker walls, but they are too heavy to make good weapons). This core may also be bent into bows by using a heat gun on it (be careful). CPVC has more "whip" than PVC, but it may be used for weapons up to 42" in length. Some types of CPVC might theoretically be stiff enough for slightly longer weapons, but you must be aware of the level of "whip" closely, or the weapon will fail inspection.

Aluminum

This material has no give whatsoever, so it cannot be used for one-handed weapons. The purpose of aluminum is to give two-handed weapons more stability, and less "whip". Two-handed weapons should use a combination of 7/8" galvanized aluminum and 3/4" CPVC core. The cores should be chosen so the CPVC fits snugly into the aluminum. They should overlap by approximately three inches, and be secured together with a strong adhesive like Plumber's Goop or with a good amount of strapping tape wrapped around the seam. We would suggest a combination of both the adhesive and a small amount of strapping tape, for extra security. Suggested lengths for long weapons are as follows:

- 72" weapons should have 48" of aluminum and 23" of PVC: with 3" of overlap, this results in a core that is a total of 68" long. This will provide room for the required 1" overlap of pipe foam on each end and a 2" thrusting tip.
- Since 64" weapons are a little shorter, you can use slightly more PVC. Use 36" of aluminum and 27" of PVC: with 3" of overlap, this results in a core that is a total of 60" long. This will provide room for the required 1" overlap of pipe foam on each end and a 2" thrusting tip.
- Two-handed weapons of different lengths should use similar ratios to those listed above so they are not too "whippy", but have give at the striking surface.
- Staves should have aluminum in the middle of the weapon, with PVC on either side (where the striking surfaces will be). You must cut the cores a full 6" shorter to give room for 1" of overlap and 2" of thrusting tip on both sides. The staff should use the ratio of half its length as aluminum in the middle, and one fourth as PVC on each side.

.505 Ultralight

The core this refers to is actually called "spiral-wound fiberglass tubing". Intended to be used as a kite pole, the core is light, durable, and has an acceptable amount of give. One-handed weapons use the .505 diameter pole which sells for under \$10.00. If you wish to purchase these cores, search online with the keywords "GlasForms Fiberglass Tubing" - examples of kite supply stores which carry the core are Goodwinds Kites, Gone With The Wind Kites Online, or Into The Wind.

.610 Ultralight

This core can be used for one-handed weapons and is used with aluminum to make two-handed weapons (in combination with the Schedule 20 CPVC pipe with a thin wall). This core is a thicker version of the .505 spiral wound fiberglass tubing. Note that it is almost twice as expensive as .505, but is needed if you intend to make ultralight two handed weapons. Ultralight two handed weapons will require extra padding down one side of the blade, consisting of either 1" of open-cell foam or an extra layer of 5/8" pipe foam. If you wish to purchase these cores, search online with the keywords "GlasForms Fiberglass Tubing" - examples of kite supply stores which carry the core are Goodwinds Kites, Gone With The Wind Kites Online, or Into The Wind.

Because ultralight weapons are so light, we are especially careful to ensure that those using these weapons roleplay their swings properly. Though we allow the use of these cores, this is considered a privilege and Players who perpetually swing from the wrist and machine gun will lose this privilege. Roleplay your swings.

3) Pad the Striking Area

Now, add the padding to the striking surface of the weapon.

Padding should be 5/8" pipe insulation. The green Climatube 80 pipe insulation works fine, but some people have found insulation that fits over the ultralight cores without needing to be cut. Pipe foam varies wildly in consistency, so make sure the foam you are buying is really 5/8" thickness. The pipe foam should fit snugly over the pipe without rattling. If the foam is too big, you may add a strip of weather insulation to the core, or use strapping tape to pad out the core at three or four points. We prefer to use weapons with a diameter of around 2", but we will permit a wedge to be removed from the pipe foam so long as the diameter of the weapon is no less than 1 3/4". We reserve the right to restrict such weapons if this proves to be problematic.

The pipe insulation must extend past the end of every core by at least 1", and the resulting empty insulation must be filled with a rolled-up piece of pipe insulation. Use strapping tape to hold the filler insulation in place.

Once the basic padding is added, you may add extra padding to two-handed weapons using either another layer of pipe insulation (cut in half to fit over the foam) or a narrow strip of open-cell foam. Weapon heads must also be made from open-cell foam. Attach the extra padding with strapping tape to secure it for the final layer of duct or kite tape.

It is suggested that two-handed weapons, particularly staves, cover the grip area or at least most of the grip area with a thin-walled pipe insulation to protect against accidental contact with the grip. This is not required unless a Player is reported to hit opponents frequently with the grip of the weapon.

4) Add Crossguard

Crossguards and handguards may be added to blades using pipe insulation or similar materials. All guards must have give and be deemed safe by game staff.

5) Add the Pommel

If the weapon is a blade, it will need a pommel. The pipe insulation must extend past the end of every core by at least 1", and the resulting empty insulation must be filled with a rolled-up piece of pipe insulation. Use strapping tape to hold the filler insulation in place.

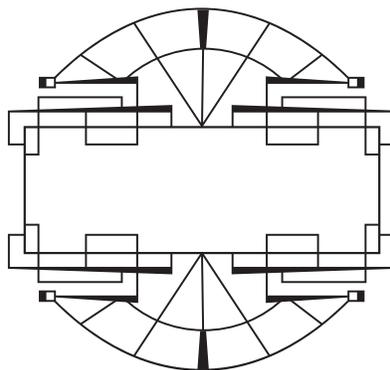
6) Add a Thrusting Tip

The tip of the striking surface must have a thrusting tip. The tip should be constructed of 2" of open-cell foam (longer thrusting tips tend to bend).

- Cut the foam to size to cover the tip of the pipe insulation.
- Use duct tape or kite tape to secure and cover the tip: place a length of tape over the tip so that the center of the tape covers the end of the tip and extends down both sides, attaching the tip to the weapon. (If the tip is round, use a razor to cut the corners so the tape conforms to the tip.)
- Add a second piece of tape in the same manner, so it goes across the end and down the other two exposed sides of the foam tip. Use a razor to cut the corners so the tape overlaps slightly and conforms to the tip.
- Finally, poke many tiny holes all over the tip, so that air can escape and the tip can compress and expand freely.
- If the weapon uses other open-cell foam, you might find that when the foam compresses that the tape wrinkles as it sticks to itself. You can prevent this by covering the open cell foam with plastic wrap used for food storage before taping over the foam.

7) Cover with Tape

You may now cover the entire weapon with duct tape. Kite tape is also allowed. The tape should run down the length of the weapon, and overlap slightly so that no foam is exposed. It should **not** be wrapped in a spiral around the blade. Even duct tape varies in weight and thickness, so you should look for a thinner, lighter tape. The majority of the weapon should be black or gray where there is metal, and black or brown where there is wood. Remember that red should not be the primary color of a weapon unless the weapon is a Claw.



Thrown Weapons

These weapons represent daggers, darts, and javelins. These weapons must be at least 2" in length, but larger thrown weapons such as javelins are allowed if game staff deems them to be safe (large weapons should have open cell foam thrust tips). Larger thrown weapons may be weighted with birdseed, but at least 5/8" of foam must be between the birdseed and the surface.

Weapon Type	Minimum Length	Maximum Length
Dart	2"	8"
Dagger	6"	18"
Javelin or Harpoon	18"	36"

Packets

Packets are small bean bags which are thrown to represent magical attacks or special powers. They should be made of stretchable fabric and filled with birdseed. You should use only small birdseed with no larger or sharper seeds (no sunflower seeds!). Packets with any other material inside will not be allowed. A square of fabric is pulled around the birdseed and its corners are gathered together to form a "tail" and closed up with strapping tape or rubber band—just make sure the packet has some give to it. The head of the packet should be between 1 and 1.5 inches in diameter, and the tail behind the tape should not be longer than 3 inches. The fabric *cannot* be pulled so tight that it no longer has give—you should be able to squeeze the center of the packet and almost touch your fingers together.

Servogauntlets

Servogauntlet props should be created to represent powerful, mechanical gauntlets. You can only wear one servogauntlet at a time.

Though servogauntlets should appear to be made from heavy duty industrial metal, rivets, and other such things, they must be constructed of weapon-safe materials (we recommend blue camp mat for impact areas and EVA foam for embellishments). Servogauntlets must be crafted such that when they are struck by a melee weapon prop being used correctly neither the weapon prop nor the servogauntlet is damaged.

*While the wearer is making a fist with the covered hand, servogauntlets count as bucklers in terms of what they can and cannot block (e.g., almost anything in Melee can be blocked, Uncalled Firearm Attacks can be blocked, Called Firearm Attacks will put a hole in your arm). You cannot block with a servogauntlet unless you are making a fist—we do *not* want anybody getting busted fingers trying to block with an open hand!*

Servogauntlet props should not extend more than 3" past a wearer's elbow, forearm, or the back of the wearer's hand, in any direction. A servogauntlet should not exceed 108" in square surface area.

Inspirational Materials

If you are looking to learn more about dieselpunk, or just want to get an early start on the *Hellcat Jive* feels, we recommend the following inspirational materials:

Audio Drama

Blackjack Justice - Decoder Ring Theater

The Magnus Archives - Rusty Quill

The Red Panda - Decoder Ring Theater

The Shadow - Walter B. Gibson

Film and Television

Agent Carter

Band of Brothers

Batman: the Animated Series

Bladerunner

Bladerunner: 2049

Captain America: the First Avenger

Casablanca

Dark City

The Last Tycoon

The Legend of Korra

Metropolis

Perfect Creature

Raiders of the Lost Ark

The Rocketeer

The Shadow

Sky Captain and the World of Tomorrow

Print and Static Visual Media

Atomic Robo - Brian Clevinger

B.P.R.D. - Mike Mignola

The Corpse Factory - Arthur Leo Zagat

Dead Men Run - Gregg Taylor

Finch - Jeff VanderMeer

Hellboy - Mike Mignola

The Rocketeer - Dave Stevens

Music

Big Bad Voodoo Daddy

Caro Emerald

Caravan Palace

Devil Doll

Melody Gardot

Parovoz Stelar

Post Modern Jukebox

Tape Five

Video Games

Bioshock

Nocturne

Wolfenstein: The New Colossus

Wolfenstein: The New Order



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HELLCAT JIVE