

Gangster

You are a criminal currently or previously affiliated with a criminal organisation, either as a member or a freelancer.

Gangster Appeals

Bad Company *Gangster Feature*

You are able to locate criminal hideouts in cities and specialists for various jobs such as robberies, forgeries, assassinations, and cover-ups, if they are available.

Gangster Appeals

With the Gang *Gangster Appeal*

Uses: 1

You influence someone by mentioning your affiliation with a criminal organisation.

Check: Persuasion or intimidation (CHA) vs instinct

Success: Deal 3 resolve damage. If an appeal with an intimidation check was used right before this one, deal an additional 2 resolve damage.

Forget About It *Gangster Appeal*

Uses: 2

You dismiss or dodge something.

Check: Persuasion (CHA) vs instinct

Success: Deal 2 resolve damage.

Send a Message *Gangster Appeal*

Uses: ∞

You use a newly found object or non-human animal as a tool to intimidate someone.

Check: Intimidation (CHA) vs instinct

Success: Deal 4 resolve damage.

Gangster Manoeuvres

Basic Attack *Gangster Manoeuvre*

Time: 1 action

Range: Melee

Target: Character or object

Attack: Strength vs defence

Hit: Deal 1d12 + strength damage. If the target is prone or grappled, everyone adjacent to the target may make a basic attack against the target.

The Mean Streets *Gangster Feature*

You know your way around poor areas gaining advantage on persuasion, intimidation, and streetwise checks on lower class inhabitants in poor areas.

General Appeals

Deceive *Appeal*

Uses: ∞

You attempt to bluff, lie, trick, confuse, or mislead someone to help your case, or to believe something that is not true.

Check: Deception (CHA) vs instinct

Success: Deal 1 resolve damage.

Persuade *Appeal*

Uses: ∞

You attempt to influence someone's opinion through logical argumentation and truthful reasoning, or through more underhanded means such as bribery.

Check: Persuasion (CHA) vs instinct

Success: Deal 1 resolve damage.

Intimidate *Appeal*

Uses: ∞

You attempt to frighten or threaten someone in order to make them do what you want.

Check: Intimidation (CHA) vs instinct

Success: Deal 1 resolve damage.

Deck *Gangster Manoeuvre*

Time: 1 action

Range: Melee

Target: Character

Attack: Strength vs defence

Hit: Deal 1d8 + strength damage. The target falls prone.