

A BUNCH OF SOB's: PALADIN + CAPPER



STREETS OF

BEDLAM

A SAVAGE WORLD OF CRIME + CORRUPTION

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PALADIN

This fucking town. Rotten to its very core. And that rot? It carries a lot of privilege. If you're unburdened by a conscience, you can get your picket fence, your 2-point-3. Hell, if you're willing to sell your soul, you can excel. Corner office. Six figures. Reelection. Mistresses in every district.

And that? That's just not something you're willing to do. Sure it's cost ya. Wife? You had one. Once. Now you have an alimony. Maybe a child support. You definitely have a car. And on most days it runs.

You and Bulldogs have a lot in common. You both tend to run headfirst into trouble. But where Bulldogs are beaten back with sticks and fists, your tenacity costs you deeper than that. You make the kinds of enemies who destroy careers, who wreck marriages, who drive wedges between parents and children.

You had a life once. The spouse, the kids, the bi-level, the fenced yard. Weekend fucking barbecues. You can still taste the cheap domestic beer, fresh from the foam cooler, on a hot July weekend.

But that's past. Your work ethic kept you out all night, drove your blood pressure through the roof, and burned your fuse to a crispy nub. Stress and aggravation sent the missus packing. Drove you into the arms of a bottle. You burned every bridge you came across because you, you were too busy being a crusader to see what it was gonna cost you.

You lost everything because you fought the good fight. But just because you're down doesn't mean you're out. Fuck that noise. If the worst thing they got on you is that you're a crusader, some modern day white knight in a wifebeater, then they got nothing.

Some suit-and-tie thinks he can break you? Having nothing just makes you leaner, meaner. Some church collar with a skeleton to hide thinks he can ruin your standing and sever every friendship you had? That's just less to weigh you down.

Losing everything has refined you. It's honed your purpose.

You're going to expose the corruption in Bedlam if it kills you. Hell, your breathing is about the only thing those bastards have left to take.



YOU CAN THROW WHATEVER YOU WANT AT ME, PAL. FUCKS LIKE YOU ALWAYS THINK YOU CAN ONE-UP ME, AND MAYBE YOU'RE RIGHT, BUT AT LEAST I'LL COME OUT OF THIS THING WITH A CLEAN CONSCIENCE.

PLAYING A PALADIN

You wake up every day staring down one barrel or another. You got creditors on your ass every single day--fueled by the fact you're probably working a case against their employer. Police are always giving you shit. Ever since you dragged that hero cop's name through the mud, you've had your car impounded twice. Had your house searched thanks to an "anonymous tip." Then there's your personal life. You got an uneasy relationship with your ex. But that's okay because you'll win her back. It doesn't matter that she's seeing that asshole with the Ivy League name. Tate? Torrance? Something douchey. At least you get to see your kids. No matter what that letter from that lawyer says.

CREATING A PALADIN

Look, Paladins don't have much but what they do have, they treasure. Speaking of which:

1. THE BASICS

Paladins begin with a d4 in all five Attributes. You get 5 points to advance them as you see fit, to a max of d12.

2. SKILLS

Paladins have Streetwise (SWD), Fighting (SWD), and a Skill or two that reflects a particular area of interest such as Knowledge that specializes in some form of government, Big Church, or Cop Sense.

You have 15 points to distribute between these Skills and whichever other skills you like (see the Exceptions + Exclusions sidebar in SoB).

3. EDGES + HINDRANCES

All Paladins get the following:

NOTHING TO LOSE (E): You know what? They've taken everything from you. What are they gonna take next? Your shirt? Your car? Big fucking deal. The thing about having nothing is how free you are. Nothing ties you down. Because of that, material goods can never be used against you.

KNOW A THING OR TWO (E): You're not a criminal. You're not one of *them*. But you do know a thing or two about picking locks and finding illegal goods and substances. You get a free dice rank in any Skill of your choice that can be tied to a criminal activity.

COPING MECHANISM (H): If only it was all good deeds and clean consciences. Like it or not, shit gets to you. Some days, sitting in front of your 13" CRT television propped up on that overturned milk crate, shoving the last bits of a Hangry-Joe microwavable dinner in your face, you glimpse that other life. That one you could have had if you'd taken the payola or let that senator off the

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hook. Fuck. Woulda been nice. But oh well. You made your decision. And you deal with it. Sometimes with a little help from Jack and Johnny. You begin play with a Minor Habit Hindrance (SWD).

4. CHOOSE YOUR MOTIVATION

Paladins are all good guys. You can't help it. But it takes more than being good to face the shit you face every day. Lots of reasons bounce around but all of them boil down to one of two motivations. Either you're a guy who is sick and tired of the imbalance of power and wants to set things right or you're looking to settle scores--one for every person fucked over by the Kings and Queens of this cesspool.

4a. Modern-Day Robin Hood

You're looking to make things right. Time to tip the balance of power and get the little guy a slice of that pie. This has, without a doubt, brought you face to face with the:

SHERIFF OF NOTTINGHAM (H): Someone is sick of your shit. Sick of your crusade. Sick of your goody-goody attitude. You crossed them and they're not gonna forgive it. They're gonna rip you apart. You begin play with the Major Enemy Hindrance (SWD). Detail who this person is, why they hate you so much, and what you have on or did to them that has their knickers in a twist.

4b. Revenge Seeker

Those in power are ruining this city. Hell, they're ruining this entire world. You can't fight them on all fronts but you sure as shit can make things better in your town. As long as your past doesn't catch up with you:

BAGGAGE CLAIM (H): You did something once upon a time that's a big black mark on your record. If one of your enemies finds this out, they could smear you from here to Sunday. You have the Priors Hindrance (SoB). Write it up.

5. DERIVED STATISTICS

Use the standard equations and bases for your Charisma, Pace, Parry, and Toughness as you would a normal character.

6. GEAR

Along with the basics, your Paladin begins with a Glock gmm sidearm, a bottle of a favored (perhaps flavored) spirit, a POS car or bike, and \$250 starting cash.

7. PERSONALIZE

Once you're happy with your character, flip to page 49 of the Streets of Bedlam setting book and continue to Step 3.

CAPPER

Yeah, it's bad all over. But that's hardly an excuse. Just because everybody's getting fucked over by big government, big church, and big money doesn't make it right. It just emboldens those who think the world is their toybox and all its people are just dolls to be broken in half and bought anew.

When the cog gets caught in the machine, you pry it out. When those in power abuse their influence, you push back. When the little guy is about to get trampled by the big boots of progress, you tie the laces so the giant tumbles.

You level the playing field.

How do you know so much about the inner workings of crime and corruption? Babies, that's the world you come from.

You're not a white knight; you just know where the king sleeps. You used to be a crook, a hustler, one of the bad people. At least, that's who you used to work for. But your fortunes turned and you ended up behind the eight ball. Unlike most folks, you made it out. And not because you played by the rules. On the contrary, you survived because you knew how to break them. You flipped the script and put the person who wanted you done in a position where they had to relent.

Which is what you do for others. You saw at that moment what it's really like for normal folk out in the world. Pensioners getting a raw deal. Regular joes who don't even see the glass prison. Honest people or, at least, honest enough people who deserve some leverage in the fight against the takers and rulebreakers.

Trickle down economics? Sure. The money trickles down when you shake those thieves over the side of a bridge. Job creators? Only when you fight to keep the factories on this side of the ocean. One-percenters? They'll be lucky if they have that much left when you're through with them.

You're not the best person in the world, but you're close enough for government work.

PLAYING A CAPPER

You always have an eye open for the con because, more often than not, there is one. And you'll be damned if the good people of Bedlam are gonna take one more goddamn hit just because some Regent needs new diamond



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shoes. You're suspicious but trust those who earn it. You know when you're dealing with a sheep or a wolf gussied up in dirty wool. You're cool, confident, in charge, and can't turn a blind eye to injustice.

CREATING A CAPPER

Hey now, I didn't do nothing to nobody. Just grab a sheet and a pen. Here's what you need to do.

1. THE BASICS

Cappers begin with a d₄ in all five Attributes. You get 5 points to advance them as you see fit, to a max of d₁₂.

2. SKILLS

Cappers have Intimidation (SWD), Persuasion (SWD), Racketeering (SoB), and a Skill that speaks to their criminal past.

You have 15 points to distribute between these Skills and whichever other skills you like (see the Exceptions + Exclusions sidebar in SoB though).

3. EDGES + HINDRANCES

All Cappers get the following:

PEOPLE READER (E): Maybe it's the eyes, or the timbre of their voice, or the firmness of their grip, but you can also tell whether someone's bullshitting you or on the up-and-up. When hearing, seeing, or making physical contact with somebody, you immediately know if what they're telling you is legit.

SEE THE SCAM (E): Angles, you see them. Nobody plays chess with you because you see how every piece is gonna land while your opponent is still trying to think two moves ahead. You get a +2 to any roll where you're sussing out a plot or plan.

CAN'T DO IT ALONE (E): You, you're the mastermind. You craft the schemes. To enact them, though, you need a crew. A hacker. A grifter. A thief. A hitter. You need people who can do that job. You have a select group of professionals on speed dial. When you call, they always answer. Levelers start with the Posse Edge (SoB).

4. CHOOSE YOUR TARGET

Cappers do what they do for a couple different reasons but it usually boils down to a grudge. Maybe the object of your grudge is a single person or maybe it's the whole damn system. Decide for yourself which it is:

4a. Big Game Hunter

Your crusade isn't just about picking up hard luck stories. Oh no, you have something bigger in mind. I mean, yeah, you do the small jobs because they

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keep you limber and your senses keen, but there's one person you just can't wait to snare in a trap:

THE ONE THAT GOT AWAY (H): You almost had 'em. You were so close, you could smell the \$800 a bottle Scotch on their breath. But when the trap sprang, the slippery bastard got away. You swore then and there you wouldn't stop until that person went down for good. And if they won't go peacefully, you have plenty of other tactics. And luck you, they're gunning for your ass too.

You have the Major Enemy Hindrance (SWD). Flesh out who this person is and what your mutual beef is.

4b. All Fall Down

End of the day, you want the whole stinking pile of blood money and bad news to catch fire and scatter to the wind. In some other tale, you'd be the bad guy with the big plan. But you're the star of your own show here and, dammit, you're the hero. The system is broken beyond repair. There ain't no fixing it, just smashing it to bits and selling it for scrap. Anarchic? Maybe. Nihilistic? Whatever. It's all just words. What matters is that you have some:

IRRATIONAL BEHAVIOR (H): Sometimes you go a step too far. You'll be on the cusp and can't resist going that one more inch. And when you do, it all comes undone. The plan goes ass-to-sky, your team is compromised, and you have to evacuate quickly. Sometimes this makes enemies of your own crew.

5. DERIVED STATISTICS

Use the standard equations and bases for your Charisma, Pace, Parry, and Toughness as you would a normal character.

6. GEAR

Along with the basics, your Capper begins with a nice outfit (for walking into fancy places undetected), street clothes (for working the people), a small firearm, and \$1000 starting cash.

7. PERSONALIZE

Once you're happy with your character, flip to page 49 of the Streets of Bedlam setting book and continue to Step 3.

STREETS OF BEDLAM

KEY CHARACTERS

Just as each Archetype in the *Streets of Bedlam* corebook has a Key Character associated with it, the Ingenue and Sawbones do as well. Here are the NPC write-ups for Reynaldo and Natalia, the characters depicted in the illustrations earlier.

REYNALDO (THE PALADIN)

Here's a story for you. Good kid from an average home dreams one day of being a cop. It's all he talks about. Some kids wanna be astronauts, others veterinarians, but this kid? He's a boy in blue. Can't wait for the badge and the busting bad guys and saving kittens. Kid grows up and enrolls in the academy. Does well. He's fit, good with a gun, can recite the rules to the letter. Graduates top of his class.

He gets a job at the local precinct as a beat cop. Does the legwork, catches some lucky breaks, after a few years, he gets a promotion. As a detective, he catches on to some real bad men. All the Big Cs are covered: Coercion, Collusion, Corruption. He starts piecing some stuff together. Starts to see a fourth C pop up: Cops.

Sure enough, the trail of dirt and deceit leads all the way to the Chief's front door. Now, this guy can't let this stand but he's a fair man. He decides to talk it over with the Chief, get the other side of the story.

And that's where everything falls apart. All of a sudden, he's under investigation himself. Some stolen evidence was found in his locker. Some dope was discovered under his mattress. It's all bullshit but it reads on paper. Guy loses everything. His job, his income, his house. His wife leaves him, takes the kid. Takes the dog. Guy loved that dog.

Guy has nothing. But he's got his soul. He's got his spark. He's got a driving passion to take out the motherfucker what ruined his life.

Guy name's Reynaldo.

Reynaldo Suarez

Former cop turned drunken crusader.

ARCHETYPE: Paladin

RANK: Novice

ATTRIBUTES: Agility d6, Smarts d8, Spirit d4, Strength d6, Vigor d6

SKILLS: Cop Sense d8, Driving d6, Fighting d6, Interrogation d6, Investigation d6, Notice d6, Shooting d6, Streetwise d6

Charisma 0, Pace 6, Parry 5, Toughness 5

HINDRANCES: Major Enemy (Police Chief), Minor Habit (The Devil Drink)

EDGES: Nothing to Lose, Know a Thing or Two

NATALIA (THE CAPPER)

Natalia has nothing against money. She has it. She likes it. She spends it on food. She spends it on clothes. She bought a car with it. A house. Toothpaste. Money serves a purpose.

She has nothing against those who earn it. Honest day's pay and all that. But she takes issue with the hoarders. The puffed-up suits full of cigar smoke and bravado who increase their paycheck by a hundredfold while denying their employees a decent dental package. The old money billionaires shopping for new planes while they outsource their labor to a third-world country, leaving belts of poverty across America's amber waves and fields of dreams.

And this isn't detached, bitter, "I coulda had that" stuff we're talking about. She used to be close with those types.

Years ago, Natalia worked for a fatcat named Mark Braverman. Guy was VP of Development for an entertainment company. Natalia worked in finances. She saw some folders she wasn't supposed to see, saw that money was disappearing left and right. Small amounts, little bits. She figured it was typical corporate embezzlement.

She was wrong.

The money was coming from 401(k) pay-ins, insurance premiums. It was coming from the workers. She confronted Braverman about it and almost ended up kissing concrete. If not for some quick thinking, she'd be a cautionary tale right now. She got out though and took the evidence with her. Not to bring in the cops but to build a plan. A plan to take down Braverman. And all his money-sucking cohorts and contemporaries.

Nobody knows the slimy inner workings of corporate greed like Natalia. She can navigate even the densest legalese and backwards-sideways looping of dirty money trails and shifted accountability. When she sets her sights on a target, they don't have to fear for their life. What she's aiming for is so much more than that.

Natalia Heston

A former big business type who now serves the little man.

ARCHETYPE: Capper

RANK: Novice

ATTRIBUTES: Agility d4, Smarts d10, Spirit d8, Strength d4, Vigor d6

SKILLS: Big Church d8, Driving d6, Gambling d6, Knowledge (Red Tape) d10, Intimidation d8, Notice d6, Shooting d4, Persuasion d8, Racketeering d6
Charisma 0, Pace 6, Parry 5, Toughness 5

HINDRANCES: Irrational Behavior

EDGES: People Reader, See the Scam, Posse

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