



Punted in the Bounce

A COCKNEY ADVENTURE

HARRISON HUNT

JUST
INSERT
IMAGINATION



*As Macbeth said to Hamlet In a Midsummer Night's Dream,
We've been done up like a couple of kippers.
Del Boy - Only Fools And Horses*

All you need for this adventure are the Savage Worlds Deluxe rules, this document, and copies of the pre-generated characters. Feel free to use the blank character sheet to make your own characters as well.

Introduction

It's a Wednesday afternoon, the perfect time for getting absolutely munted in 'The Duke', the party's local pub. In the boozery; the locals are all getting a bit rowdy; some bloke in the corner is fast asleep, Knock-off Nikk is trying to break dance (as anyone would after a few pints), but it's all good, because spirits are high. West ham has just won the footy and, after one last pint, the party leaves the pub and decides to drive home. After all, they ain't had that much, only three or four pints.

The drive home is the usual bollocks; few cans in the back of the car, mad tunes, and classic bants. It all comes to a sudden stop as the car swerves across the road and smashes into a bloody expensive looking Bentley Mulsanne. Everything goes quiet, except for a hubcap, slowly spinning to a halt in the middle of the road.

Out of the chewed-up-and-bugged Bentley steps, Jimmy the Shoe and his right-hand man Dan the Daggerman from Dagenham. The party all know these two men. Everyone does, because they're the most feared gangsters in all of London. These are men you do not say no to.

Jimmy calmly approaches with the Daggerman looming behind him, demands to see each of their wallets, takes their IDs and tells them that they have two days to come up with £100,000 for repairs, or The Daggerman will have his way with them. With this; Jimmy the Shoe calls for a replacement car and leaves them by the roadside in the middle of Peckham.

The plan

So the party does what any self-respecting punter would do in this situation, they return to the pub and get a few more lagers in. They discuss various plans; all of which are complete bollocks, and start larguing (lager fueled arguing). When they stop to take a sip of their drinks; they overhear some geezer on the table next to them. He's talking to his mate about how he works for Securicor and there's a massive amount of cash being moved through London by tomorrow, and It has to make a brief stopover in the Peckham post office.
The party's eyes light up.

Setting Rules

From Savage Worlds

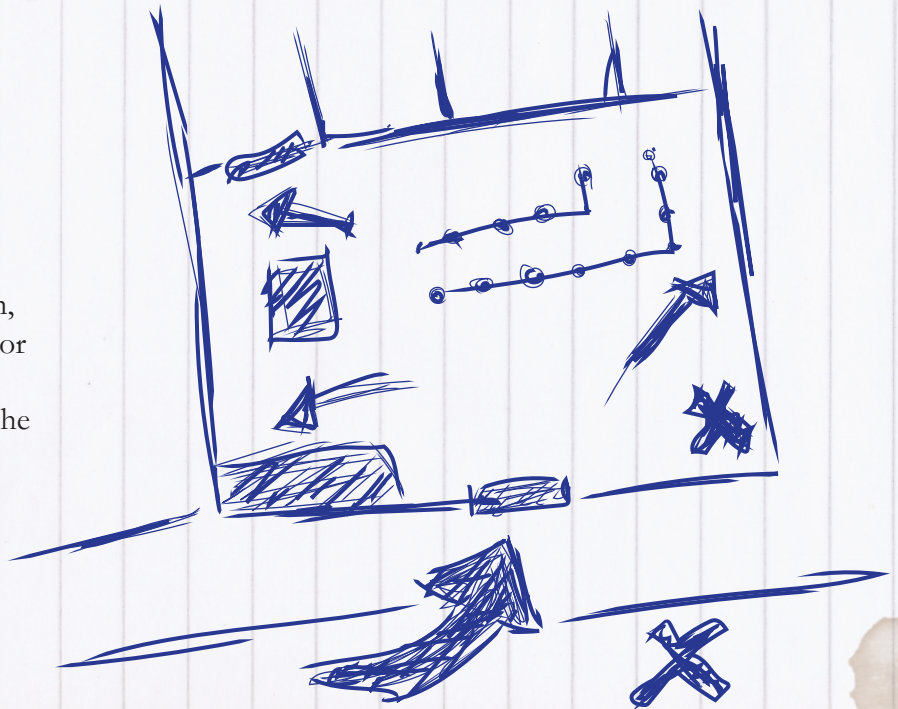
Blood & Guts and
Critical Failures.

Punted in the Bonce

When a raise is scored on a fighting roll this is treated as a Called shot to the head, perhaps your character did this by accident, or maybe they did it on purpose, but either way: it's gonna bloody hurt.

'Ave some of that

If you're born and raised in London, fighting with a chair leg, a pool cue or a side of frozen ham ain't nothin, mate. You're used to improvising. The rule for Improvised Weapons does not apply in Punted In the Bonce



The Robbery

The party starts outside the Peckham post office the following day 1 pm, in a rubbish motor they bought off some geezer for cash. They are about to do a robbery with a bunch of replica guns that Shifty Geoff got off his mate down the army surplus place. They may be the most under-qualified goons in the whole of East-London, but if they don't come up with the cash soon, they're gonna be brown bread, and what's worse; it's gonna be at the hands of the Daggerman.

So the plan is simple: Go in, wave some fake-weapons about, put the frighteners in 'em, get the cash and quickly drive it over to Jimmy's place in North London. Each member of the party has a plastic mask depicting an animal of their choice.

The post office is as typical as they come; it's basically a corner shop with a post office in the back. It's got shelves at the front with the sweets and crisps on it, it's got a fridge full of peculiar-brew and a counter next to all of this to buy fags and booze, but at the back, behind all of that stuff, is the post office.

Just walk through (follow the smell), behind a sheet of protective glass sits the dead-eyed employees of the scummy East London post office. It's got those queue-belt things (that nobody knows the name of), they're stuck to the floor by dried blood. But the employees here have seen everything, in this part of town you get used to seeing nutty stuff pretty fast.

The decor in the post office hasn't been updated in years. It looks and smells like it needs a good scrub, as do most of the people that visit or work there.

In the back, behind the counter, there is a safe, not a large one, but it is big enough to be a walk-in safe, which requires the input of two post office staff to get into. There is also a staff-room where the staff takes its breaks

Scenes, Twists & Complications

At the post office

Doing it proper

The post office workers have seen their fair share of nutters, and when the team comes in trying to rob the joint the workers don't give a monkeys'. They just stare at them with the cold dead eyes of a person that's worked in Peckham for a long time and ask them to wait at the back of a long queue and will refuse to 'serve' them until it's their turn. To make matters worse, some of the punters in the queue try to start up a bit of bants with the party.

Shut it you mug!

One of the bloody idiots behind the counter panics like a bloody absolute mug and smashes the alarm button, it makes a colossal racket, but believe it or not: that's not the problem: in her panic the plonker also boshed the button to bring all the shutters down. Not only that; but she hit the bloody thing so hard, it's stopped working. Try as she might the shutters won't come back up.

Have a go Hero

A member of the public inside the post office has been waiting for this day for years. He finally gets his chance to be a hero, he always keeps a special weapon (or a few) on him for just such an occasion too and attacks the party. The Trouble is; all of his weapons are complete rubbish and will be destroyed if he rolls a 1 on his skill die.

Weapon Name

Hot Sauce in a Water Pistol	Temporary Blindness for ten minutes and shaken if hit	
Home-Made croydon-pistol	2D6+1	Will backfire and cease to exist on critical failure
Kitchen wolverine	Str+d4	This is a bunch of kitchen knives duct taped to the user's hand to emulate the claws of a wild animal.
The bat of justice	Str+d6+1	A cricket bat with a knife duct taped to the end
Budget Katana	Str+d4	This is a Samurai Sword prop, meant for display purposes, it will very much hurt, but is blunt
Paintball Gun	Stinging, annoyance. Shaken if hit directly in the eyes.	

Robbery Robbery

The post office is stormed by a gang of robbers, not the party, by another group of robbers who obviously overheard the same conversation down the pub that the party did. They may not be immediately hostile, but they are as desperate to get that money as the party is.

5+3+1

Up the duff

A woman in the post office is heavily pregnant, and when the party gets lairy the shock of the whole situation sends the poor woman into labor. This is the last thing y'bleedin' need when you're just trying to do a simple robbery.

Wrong place, also wrong time

It turns out the bloke in the pub was talking rubbish! The staff at the post office tell the party it ain't the post office in Peckham that's got the cash, it's the one in Elephant and Castle. That's fine, only a ten minute-drive, but when the robbery team gets outside, they find that some kids from the estate have let their tyres down.

Remember us?

A gigantic punch-up breaks out in the queue. Two customers are arguing, two more join in, before you know it is a bloody.....well, it's a bloody blood-bath mate. Fists are flying, people are getting punted in the jacobins all over the shop. One thing's for certain though; nobodies paying any attention to the armed robbers that just came in.

On the drive to Jimmy's

The party has the wedge, they've munted it into the bag, and are punting their way up to North London, to Jimmy's nightclub to hand it over. It's gonna be a flippin' cake walk.

Uninsured Car

The police pull the car over for being uninsured. Of course, while they're there, they're just going to ask the party to step out of the motor while they take a quick routine look around the interior of the car. During this search, if they find any of the masks, the replica guns, the money, they will, of course, question the party and may move on to searching them too.

Inter-Dukes

The table below is an alternative table to the Interludes in the *Savage Worlds Deluxe*. On the drive, during a quiet moment, perhaps to calm their nerves, the characters might like to share a story of a time at 'The Duke'.

Suite	
Clubs	Tell a story of when you got absolutely rat-arsed. So munted you could barely stand. What were the consequences, did you chunder?
Diamonds	Lots of weird stuff happens in the Duke, it's just one of those places, what's the weirdest thing you ever saw happen down the pub?
Hearts	Barneys are always breaking out in the pub, reminisce about your favorite punch-up.
Spades	What's the first thing you're gonna do when this rubbish is over, and you're back in the pub? Tell the others.

Burst tire

A tire on the car bursts. Causing the car to skid about like a nutter. It's mental. Any coffee is spilled, that's for damn sure. Anyway; the party might have to go it on foot from here, unless they can find another motor quick.

Breaking the Seal

One of the party had too many lagers before the robbery and now it's beginning to catch up, he needs to take a leak right now, or a failed Vigor roll is going to result in a very unpleasant drive. The GM must nominate someone, or if someone nominates themselves that player gets a Benny.

Some other geezers

They reckon they've got away with it, and they sort of have. The cops ain't after the party, but some of the customers from the post office have teamed up, know they've got the cash and have caught up to them. Thing is; they ain't the ones on CCTV nickin' the cash and they ain't gonna get done for it, so they'll do anything to run the party off the road and take the wedge.

Little Doggy

A stray dog gets in the way of the car, and will not move, the party see it from a mile off, but in this built-up area of London, they can't maneuver around it. If any of the party get out to move it, it will jump into the car and join them on their journey, and generally look happy, but will make every effort to get in the way and mess things up.

You have got to be bloody kidding me?!

On the way back from the post office a fox darts in front of the motor, bosh, fox-jam all up the motor, the party crash into Jimmy the Shoe's other motor. Yes, the Jimmy the Shoe. There are car bits everywhere, it's a way worse crash than the one yesterday. The party has a few seconds before he gets out the car and sees who it is.

Back at Jimmy's

The party arrives in whatever sorry state they are in. If they have the money, Jimmy is not just impressed but completely surprised. They enter his lavishly decorated office, herded in by several bodyguards who are built like gigantic-wardrobes. Jimmy looks at them, with the Daggerman standing sentry behind him, the faintest glimmer of a smile starting to crack on his tired, old, gangster face. He congratulates them on a job well done, gladly accepts the money laughing. He tells the party that he never expected them to get the dosh in that amount of time, he just wanted to watch them squirm before he unleashed the Daggerman on them. However, considering what a bang-up job the party have done, Jimmy says he'll be calling on their services in the future (a statement, not a request) and he hands them back their driving licenses. The party sees him smile at the cash on his desk as they leave his office.

NPCs and Vehicles

Jimmy the Shoe

Attributes: Agility d4, Smarts d12, Spirit d8, Strength d4, Vigor d4

Skills: Gambling: d6, Intimidation: d10, Investigation: d6,

Notice: d8, Persuasion: d6, Streetwise d8, Throwing: d4

Charisma: +2; **Pace:** 6; **Parry:** 2; **Toughness:** 4

Edges: Charismatic, Connections (Bent cops, criminal underworld of London)

Hindrances: Vengeful (major)

Gear: Desert Eagle (.50) (See *Savage Worlds* core rules)



Dan the Daggerman from Dagenham

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

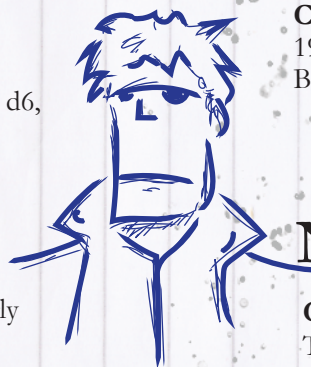
Skills: Driving: d8, Fighting: d10, Intimidation: d10, Notice: d8, Throwing: d6

Charisma: - 8; **Pace:** 6; **Parry:** 7; **Toughness:** 7

Edges: Brawny, Dodge

Hindrances: Bloodthirsty (major), Mean (minor), Ugly (minor)

Gear: A seemingly Unlimited supply of daggers inside his trench coat can be use for stabbing or throwing. (See *Savage Worlds* core rules)



Copper

Attributes: Agility: d8, Smarts: d6, Spirit: d6, Strength: d6, Vigor: d6

Skills: Driving: d8, Fighting: d8, Investigation: d8, Notice: d8, Streetwise: d6

Pace: 6; **Parry:** 6; **Toughness:** 6 (1)

Edges: Brave

Hindrances: Mean (minor)

Gear: Billy Club/Baton (See *Savage Worlds* core rules), Stab proof vest



Post Office Worker

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

Skills: Streetwise D6, Notice d6, Fighting d6, Throwing d6, Survival d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Hindrances: Various

Edges: Various

Gear: Post office stationery (Stamps, Pens, paper, etc.)



The vehicle

Car

1975 Oni-san
Bronze

Acc/Ts

12/34

Toughness

10(2)

Crew

1+4

Notes

This car is a real heap of junk. A rusty old blue hatchback, but what do you want for an 'undred quid?

New Weapons

Cricket bat: Damage: Str+d6

The bat used in cricket to whack the ball, typically consisting of a cane handle attached to a flat-fronted willow-wood blade. Can also be used to knock a geezer about.

Pool Cue: Damage: Str+d4, Reach 1

A stick used to strike the cue ball in the game of pool. Made of wood and often covered with a thin layer of graphite, or fiberglass. Can also be used to knock a geezer about.

Millwall Brick: Damage: Str+D4

This is a weapon made from newspaper that's been rolled up tight and manipulated into a club. Named after supporters of Millwall F.C (nutters). Primarily used for knockin' geezers about.

Soap-In-A-Sock: Damage: Str+D4, 2/4/8

Put soap in a sock. Use it to knock a geezer about. What more is there to understand? Can also be chucked.

Lexicon

Nutter	Crazy Person
Munted	Drunk
Boozer	Pub
Footy	Football
Bollocks	Genitals. Rubbish
Bants	Banter
Largument	An argument, caused or fueled by Lager
Punter	Person
Punted	Kicked
Bonce	Head
Slag	When referring to a man; idiot. When referring to a woman; a woman who has many sexual partners and isn't particularly picky.
Brown Bread	Dead
Sweets	Candy
Plonker	Idiot
Bosh	Similar to bash, but often used to exclaim when a job is done well. "Bosh! Job done!"
Wedge	Cash. Money.
Rat-Arsed	Drunk
Nick	Steal
Nicked	Stolen, but in another context; if a policeman 'nicks' you that means he has arrested you.
Motor	Car
Mug	Moron. Idiot
Punch-up	Fight
Jacobs	Genitals

Shifty Geoff

Whenever you need hooky gear, rumors, or a good old knife-in-the-back, Geoff is your man. He'd push his own mother down the stairs for a tenner (although that was never proved). Nonetheless, if there's something in it for him: Shifty will be your best mate: but the second he's got what he wants; he'll sling his hook.

Drink: Lager

D4	D6	D8	D4	D8
AGILITY	SMARTS	SPIRIT	STRENGTH	VIGOR

0	6	5	6
CHARISMA	PACE	PARRY	TOUGHNESS

SKILLS

D4	D6+2	D4	D8
Driving	Notice	Repair	Streetwise
D6	D6	D8	
Fighting	Persuasion	Stealth	

HINDRANCES

Greedy (major)



EDGES

Luck,
Alertness,
Largument Expert (Requirements: Novice, Wild Card, Vigor d8, Persuasion d6; The punter thrives on arguing with a pint in hand. His stamina allows him to wear down people around him and ultimately give im. The character can use Vigor (modified by Charisma) instead of Persuasion while all involved parties are drinking.)

GEAR

Replica Chinese-type
World-War-2 Pistol,
Swiss army knife,
Photo of his daughter (who he isn't allowed to see)

WOUNDS

-1	
-2	
-3	



FATIGUE

-2	
-1	

Massive Steve

Massive Steve owns a second-hand car dealership; 'Massive-Motors'. So he's got a bit more cash than the others down 'The Duke'. It's something he loves to shove in other people's faces. Steve will never, ever buy you a drink, but he will make a point of buying the good stuff for himself, then lecturing you for drinking 'that cheap crap'. He always wears a suit, hates his wife, Becca, and smokes like a chimney.

Drink: Courvoisier

D6

AGILITY

D6

SMARTS

D8

SPIRIT

D4

STRENGTH

D6

VIGOR

+2

CHARISMA

6

PACE

2

PARRY

5

TOUGHNESS

SKILLS

d10

Driving

D8

Knowledge (Cars)

D8

Persuasion

D8

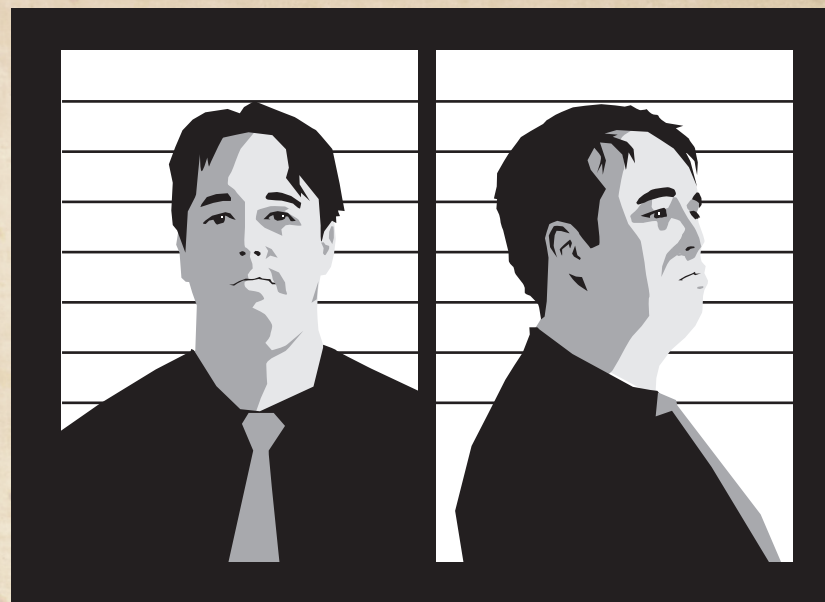
Intimidation

D4

Notice

D6

Repair



HINDRANCES

Arrogant (major)

EDGES

Charismatic

GEAR

Replica Shotgun,
Cricket Bat,
£500,
5 Cigars,
Lighter

WOUNDS

-1

-2

-3



FATIGUE

-2

-1

Becca

Since settling down with her husband, Massive Steve, she spends a lot of time down 'The Duke', looking a bit sad and complaining about how her looks 'ain't what they used to be'. However, the truth is; she loves the attention she gets from the lads at the pub, it's more than Steve has given her in years. So even though she's only going out to the grotty old Duke, she always dresses like she's going to Vegas.

Drink: Malibu and Lemonade

D4

D8

D6

D4

D6

AGILITY SMARTS SPIRIT STRENGTH VIGOR

0

CHARISMA

6

PACE

6

PARRY

5

TOUGHNESS

SKILLS

D4

Driving

D4

Healing

D6

Persuasion

D8

Taunt

D6

Fighting

D6

Notice

D6

Streetwise



HINDRANCES

Vengeful (minor),
Mean (minor)

EDGES

Attractive,
Acrobat

GEAR

Replica Chinese-Type
World-War-2 Pistol,
Handbag with makeup,
£200,
Chewing-Gum

WOUNDS

-1

-2

-3



FATIGUE

-2

-1

Torpedo

(AKA unlucky,
AKA the sinker)

This ex-navy officer is so named, because he often tells stories down The Duke about when he got torpedoed when he was in the navy. The trouble is: he got torpedoed so many bleedin' times every one down the pub reckons he's got some kind of curse on him. Still; he's a nice enough bloke, even if he is a bad-luck charm, and all the lads (Except Steve) will buy him a drink even though he always says; "I only drink at christmas, but go on then just this once."

Drink: Rum

D8	D4	D4	D8	D6
AGILITY	SMARTS	SPIRIT	STRENGTH	VIGOR

0	6	6	5
CHARISMA	PACE	PARRY	TOUGHNESS

SKILLS

D6	D8	D8	D8
Boating	Fighting	Shooting	Swimming
D6	D4	D6	
Driving	Notice	Survival	



HINDRANCES

Overconfident (major),
Quirk (minor - challenges people to
arm wrestling matches),
Stubborn (minor)

EDGES

Dodge

GEAR

Real pistol that he kept from the
navy (See Colt 1911 from Savage
Worlds core rules); contains only 3
Bullets.

WOUNDS

-1	
-2	
-3	



FATIGUE

-2	
-1	

Cowboy 'Psycho' Clarke

You wanna steer clear of the cowboy mate. He's nutso, he's got bats in the belfry. If he's ended up on your table during a night out, something's gone horribly wrong. He's obsessed with America, always wears a cowboy hat, he's violent, and is extremely quick to anger. He once beat a man to death with his own shoe for saying that Clint Eastwood was 'a bit rubbish', but due to some kind of legal loophole he went to the loony-bin and was out a month later, back in the Duke drinking Jack-Daniels and scaring the customers away.

Drink: Jack Daniels and Coke

D8	D4	D8	D4	D6
AGILITY	SMARTS	SPIRIT	STRENGTH	VIGOR

-4	6	6	5
CHARISMA	PACE	PARRY	TOUGHNESS

SKILLS

D8 Driving	D10 Intimidation	D6 Shooting
D8 Fighting	D4 Notice	D6 Throwing



HINDRANCES

Bloodthirsty (major),
Quirk (Loves Dogs)

EDGES

Berserk

GEAR

Switchblade (See Savage Worlds
core rules),
Can of Cola,
Replica Revolver

WOUNDS

-1	
-2	
-3	



FATIGUE

-2	
-1	

Drink: _____

☐	☐	☐	☐	☐
AGILITY	SMARTS	SPIRIT	STRENGTH	VIGOR

☐	☐	☐	☐
CHARISMA	PACE	PARRY	TOUGHNESS

SKILLS

☐	☐	☐	☐
☐	☐	☐	☐

HINDRANCES

EDGES

GEAR

WOUNDS

-1	☐
-2	☐
-3	☐



FATIGUE

-2	☐
-1	☐

INITIATIVE CARD

PARRY **5** TOUGHNESS **6**
FATIGUE



-1

-2

-3

WOUNDS

Shifty Geoff

Lexicon

Nutter - Crazy Person

Munted - Drunk

Boozer - Pub

Footy - Football

Bollocks - Genitals. Rubbish

Bants - Banter

Largument - An argument, caused or fueled by Lager

Punter - Person

Punted - Kicked

Bonce - Head

Slag - When referring to a man; idiot.

When referring to a woman; a woman who has many sexual partners and isn't particularly picky.

Brown Bread - Dead

Sweets - Candy

Plonker - Idiot

Bosh - Similar to bash, but often used to exclaim when a job is done well. "Bosh! Job done!"

Wedge - Cash. Money.

Rat-Arsed - Drunk

Nick - Steal

Nicked - Stolen, but in another context; if a policeman 'nicks' you that means he has arrested you.

Motor - Car

Mug - Moron. Idiot

Punch-up - Fight

Jacobs - Genitals

INITIATIVE CARD

FATIGUE



-1

-2

-3

-1

PARRY

2

TOUGHNESS

5

WOUNDS

Massive Steve

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Punch-up - Fight

Jacobs - Genitals

INITIATIVE CARD

PARRY **6** FATIGUE

TOUGHNESS **5**



WOUNDS

-1

-2

-3

-2

-1

Becca

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Nutter - Crazy Person

Munted - Drunk

Boozer - Pub

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Punch-up - Fight

Jacobs - Genitals

INITIATIVE CARD

FATIGUE



-1

-2

-3

-1

PARRY

6

TOUGHNESS

5

WOUNDS

Torpedo (AKA Unlucky, AKA The Sinker)

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Motor - Car

Mug - Moron. Idiot

Punch-up - Fight

Jacobs - Genitals

INITIATIVE CARD

FATIGUE PARRY TOUGHNESS



-1

-2

-3

-2

-1

*Cowboy,
'Psycho' Clarke*
WOUNDS

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Mug - Moron. Idiot

Punch-up - Fight

Jacobs - Genitals

INITIATIVE CARD

FATIGUE PARRY TOUGHNESS



-1

-2

-3

-2

-1

WOUNDS

Lexicon

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Sweets - Candy

Plonker - Idiot

Bosh - Similar to bash, but often used to exclaim when a job is done well. "Bosh! Job done!"

Wedge - Cash. Money.

Rat-Arsed - Drunk

Nick - Steal

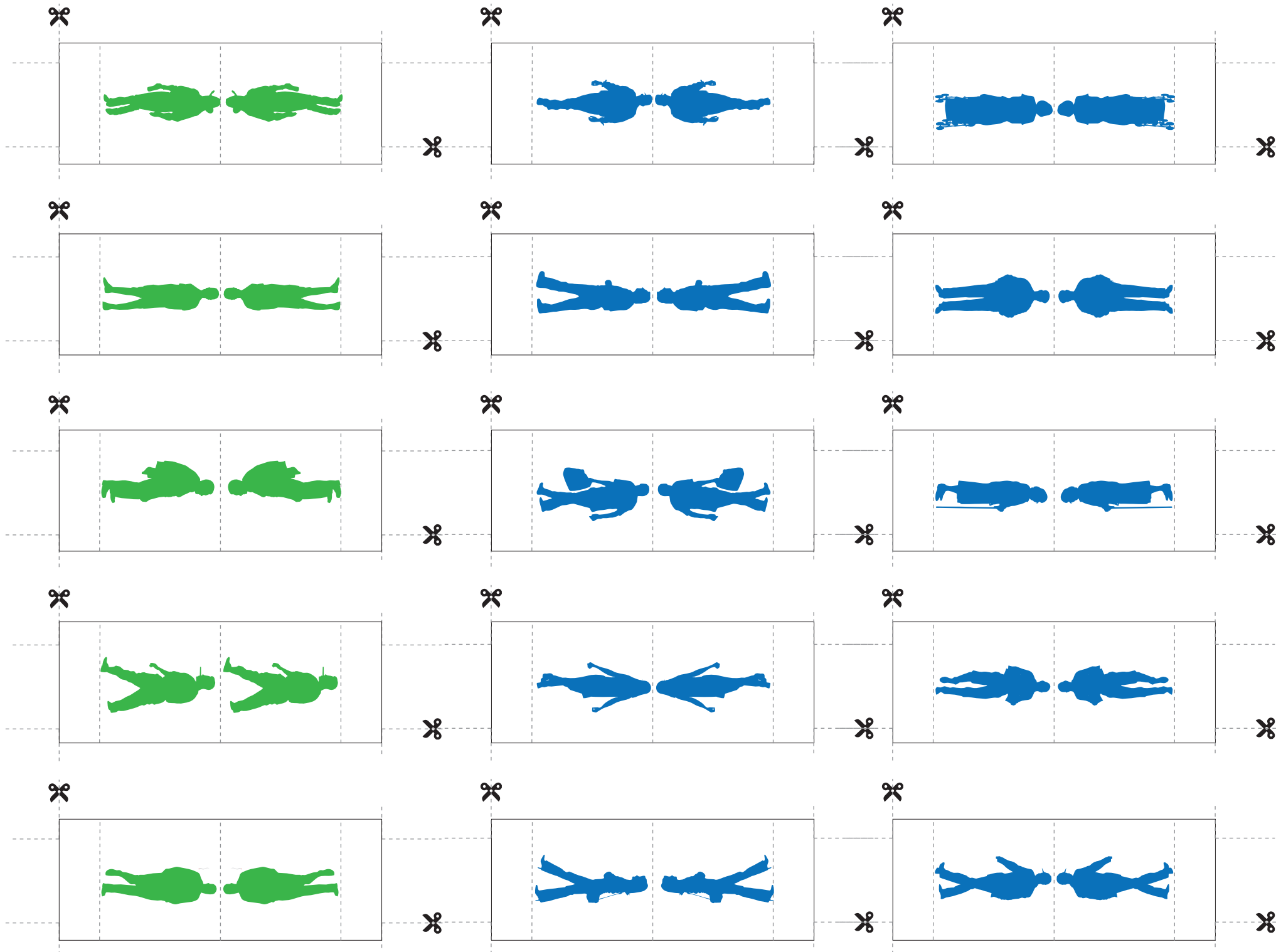
Nicked - Stolen, but in another context; if a policeman 'nicks' you that means he has arrested you.

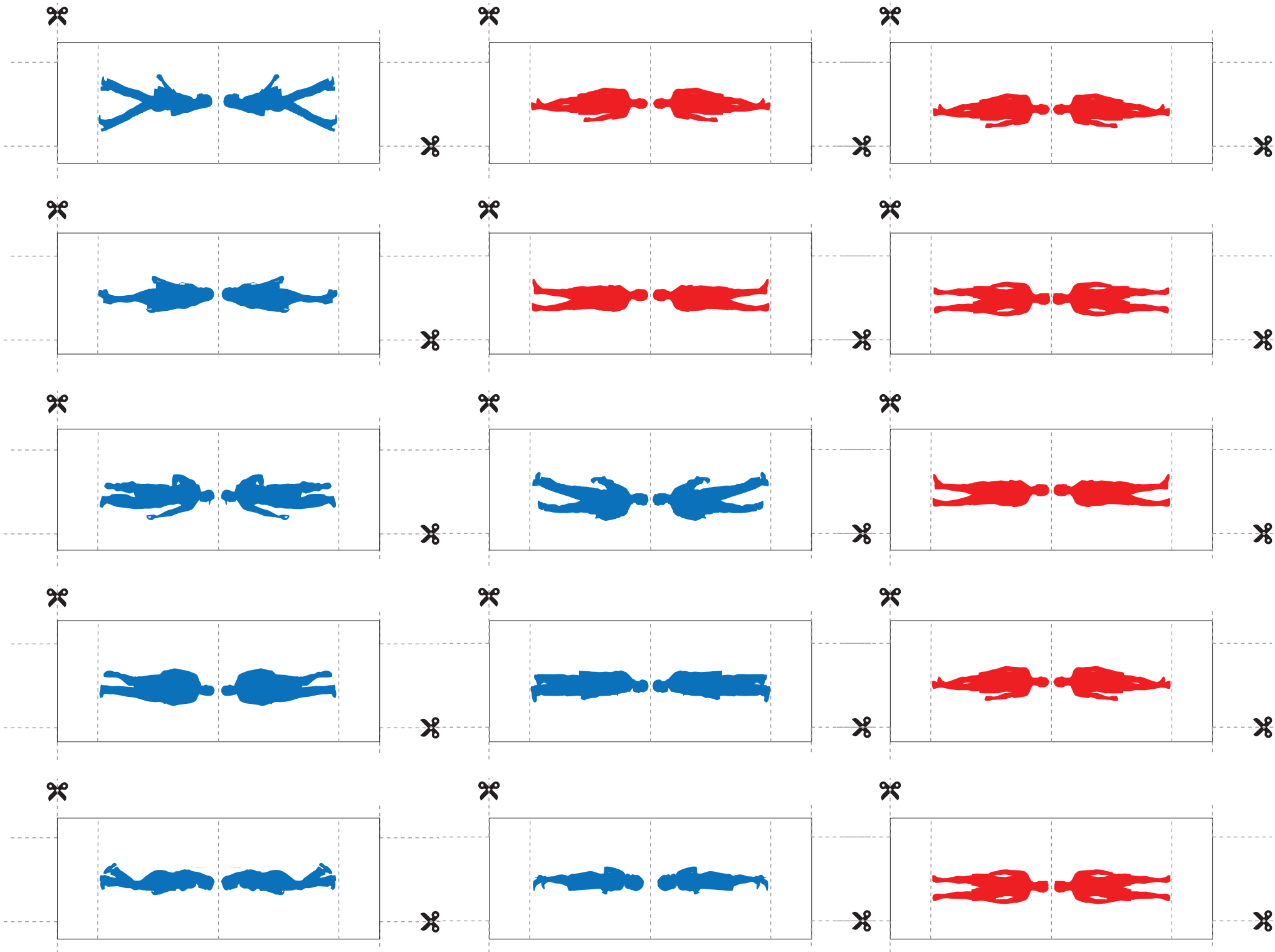
Motor - Car

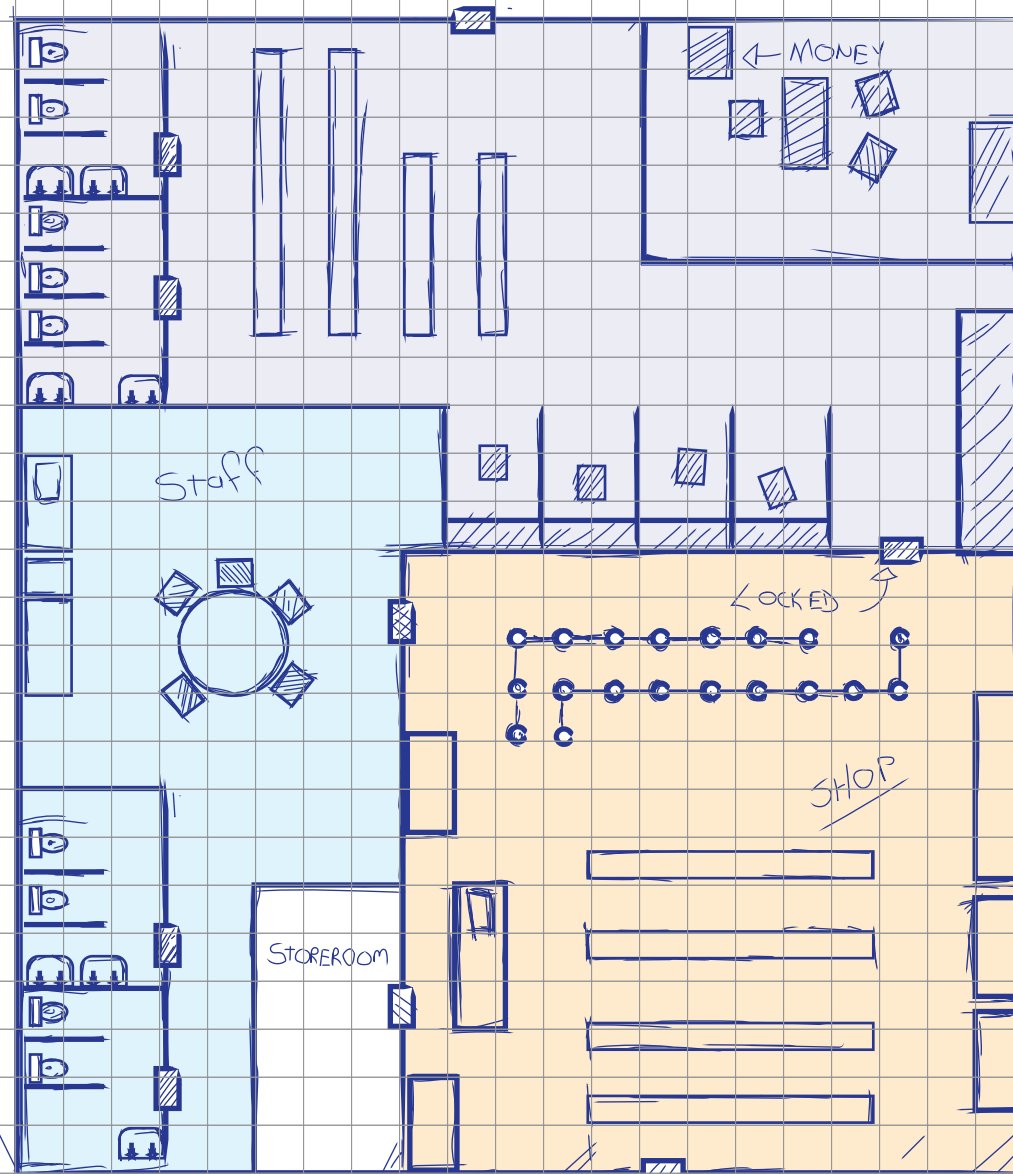
Mug - Moron. Idiot

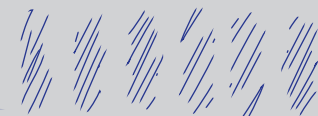
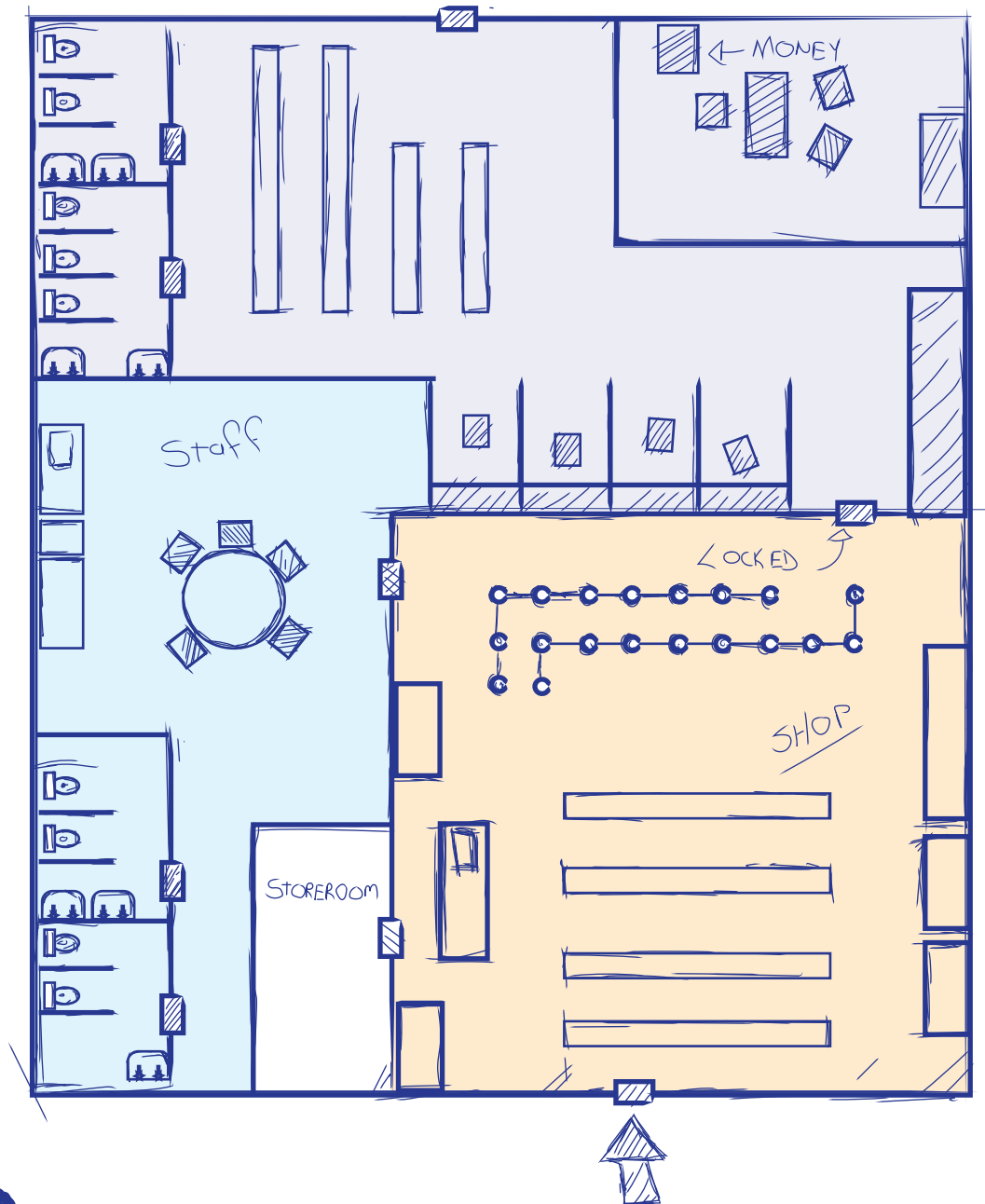
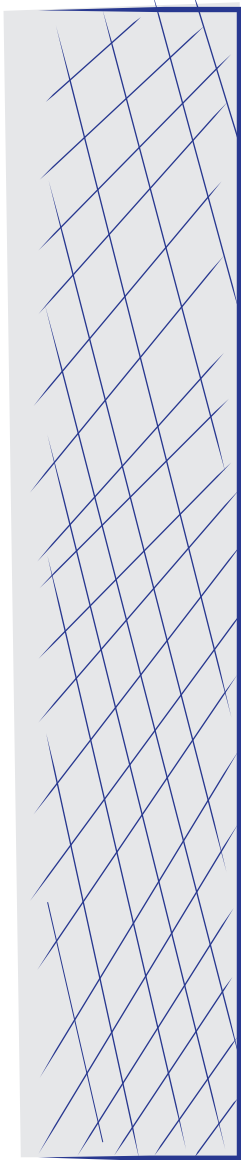
Punch-up - Fight

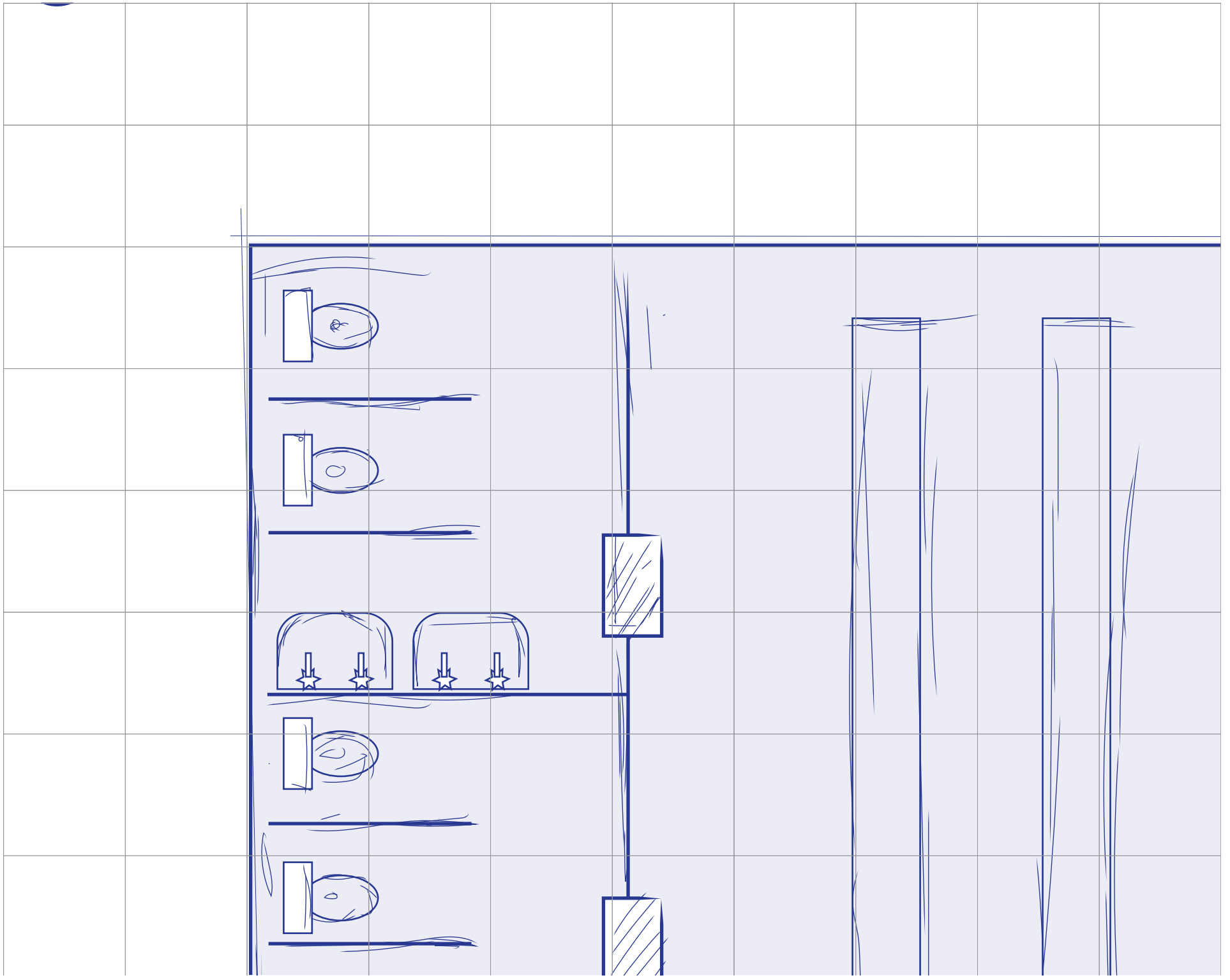
Jacobs - Genitals

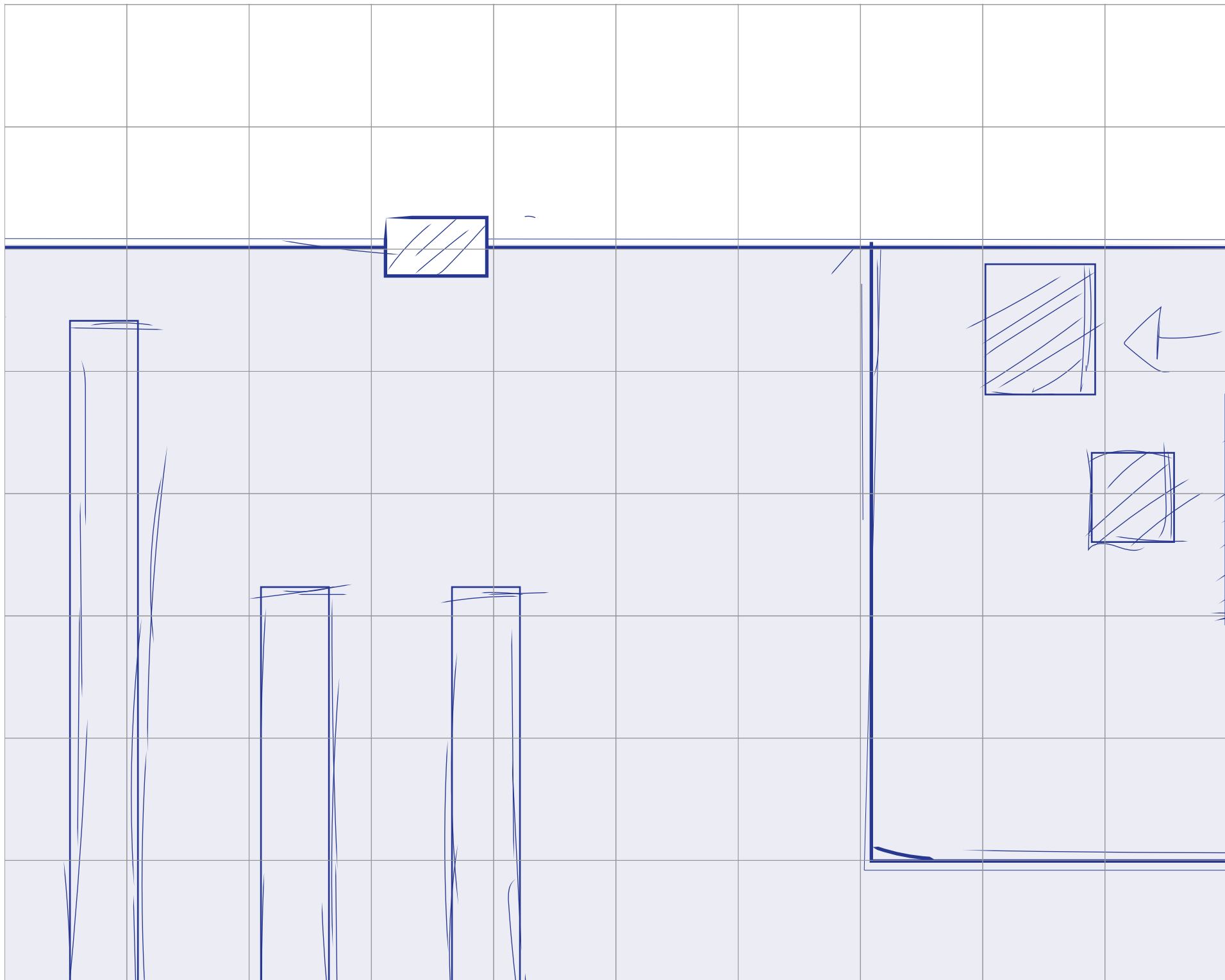


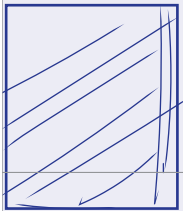




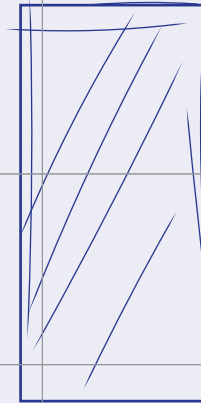
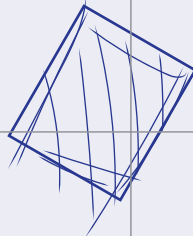
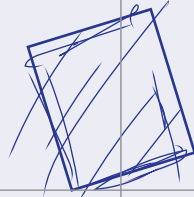
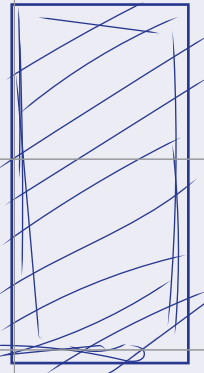
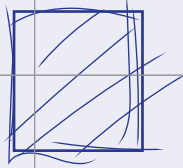


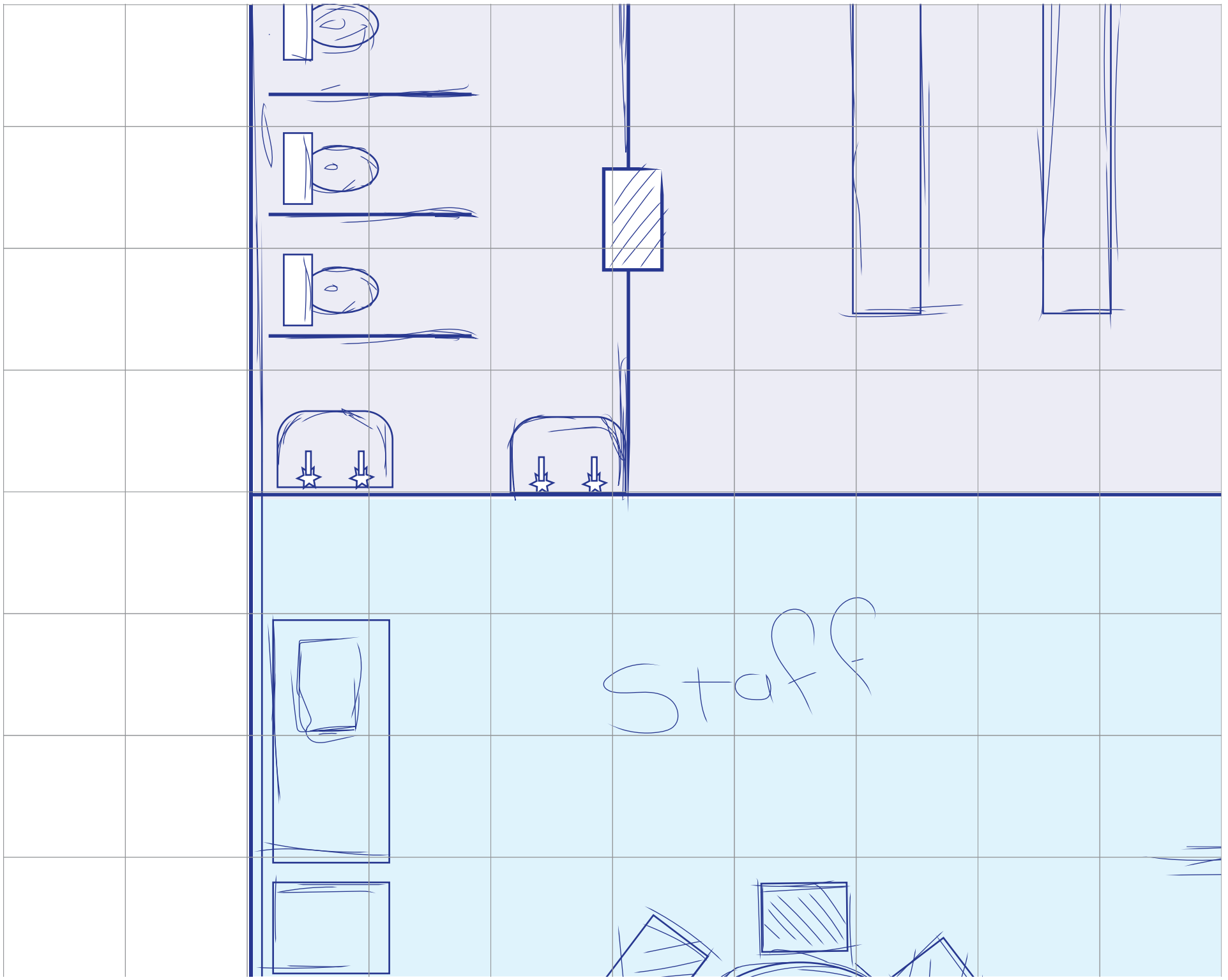


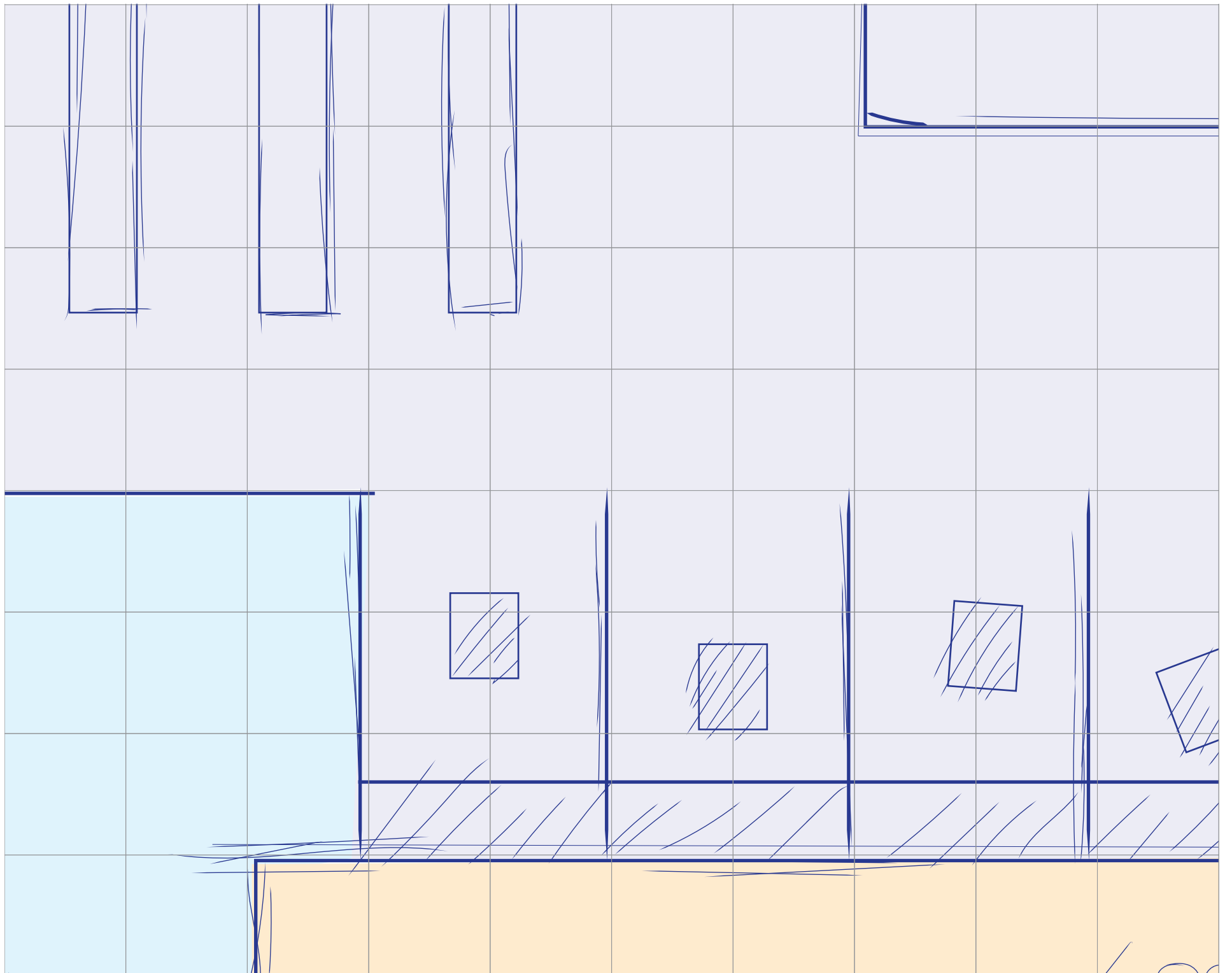


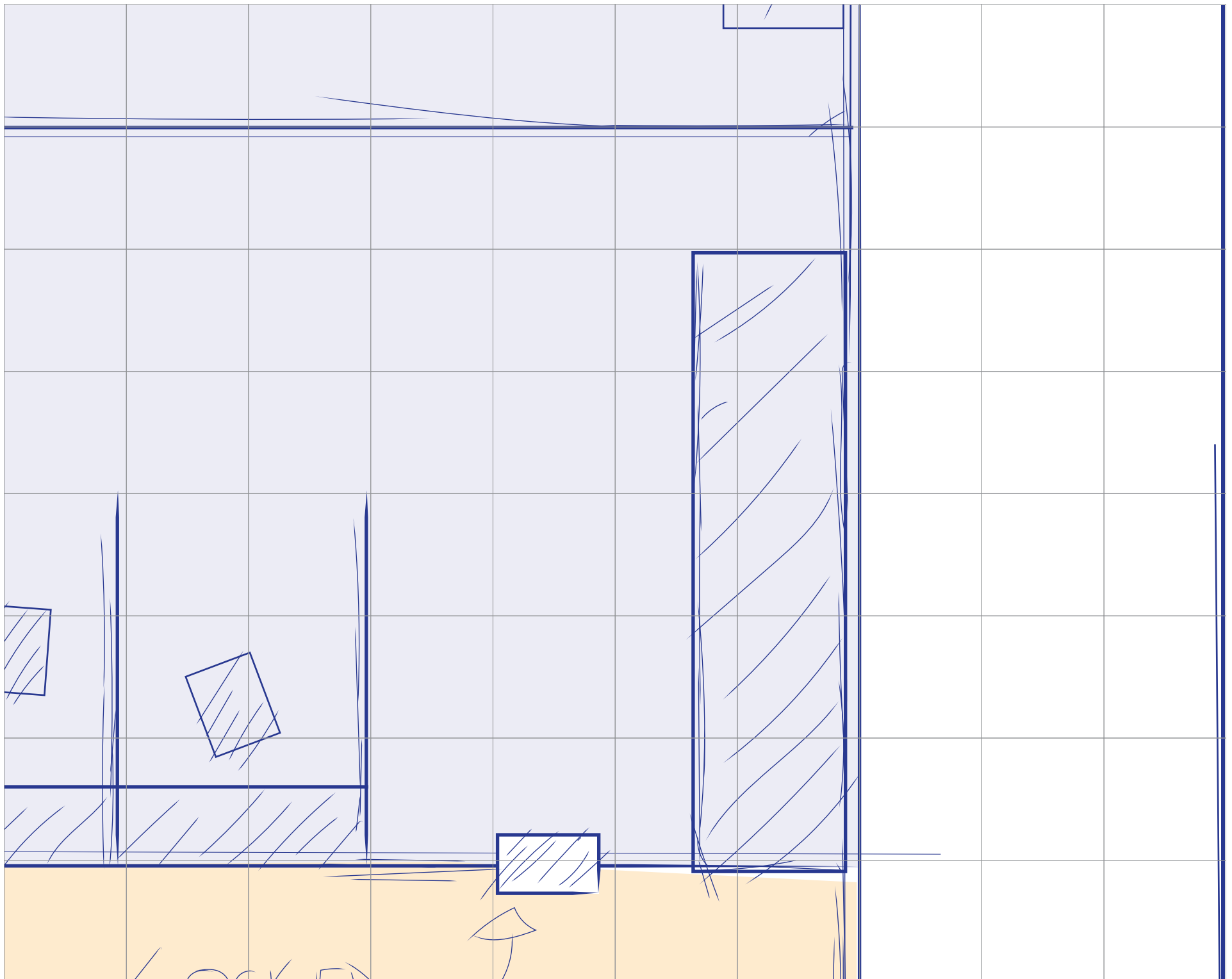


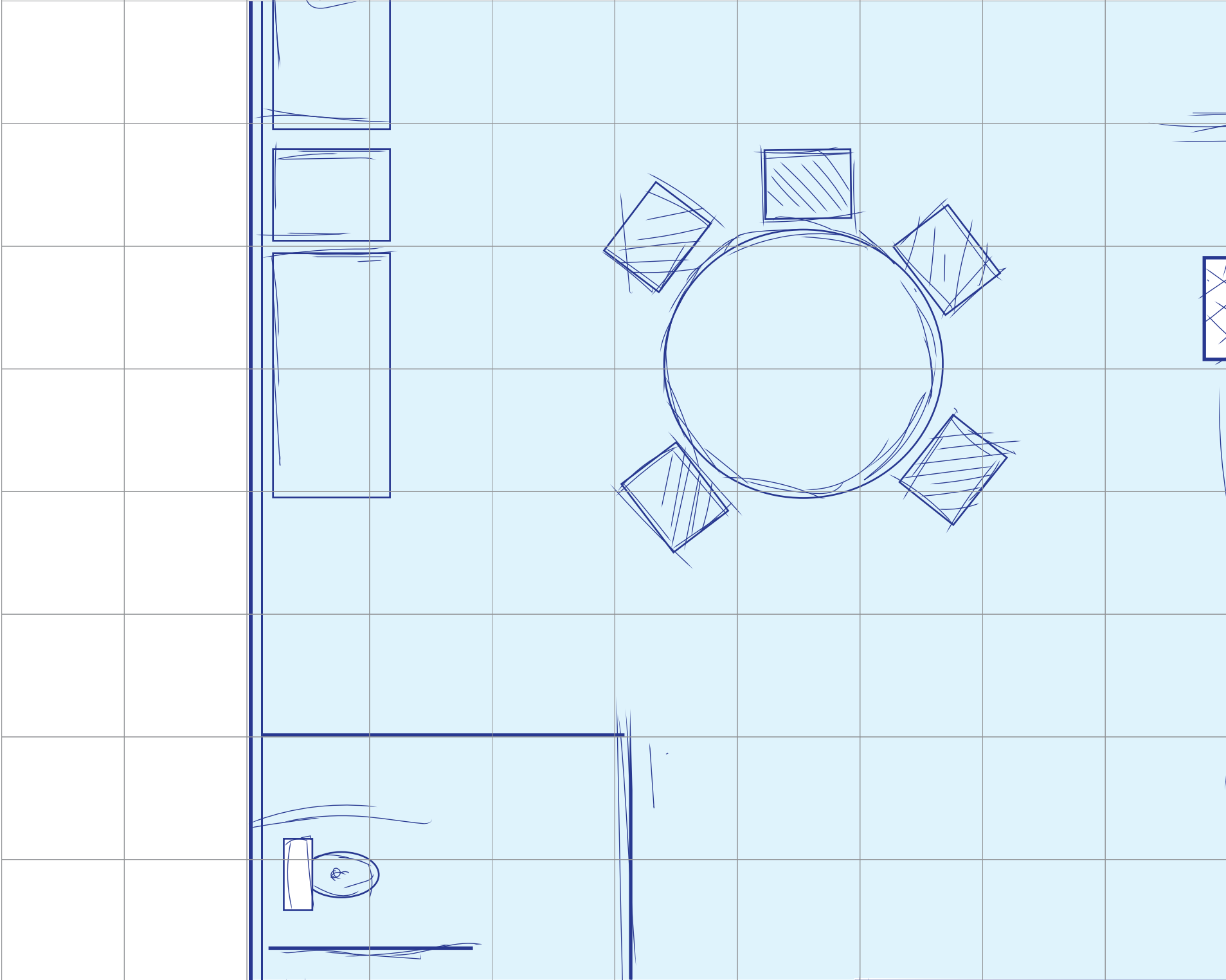
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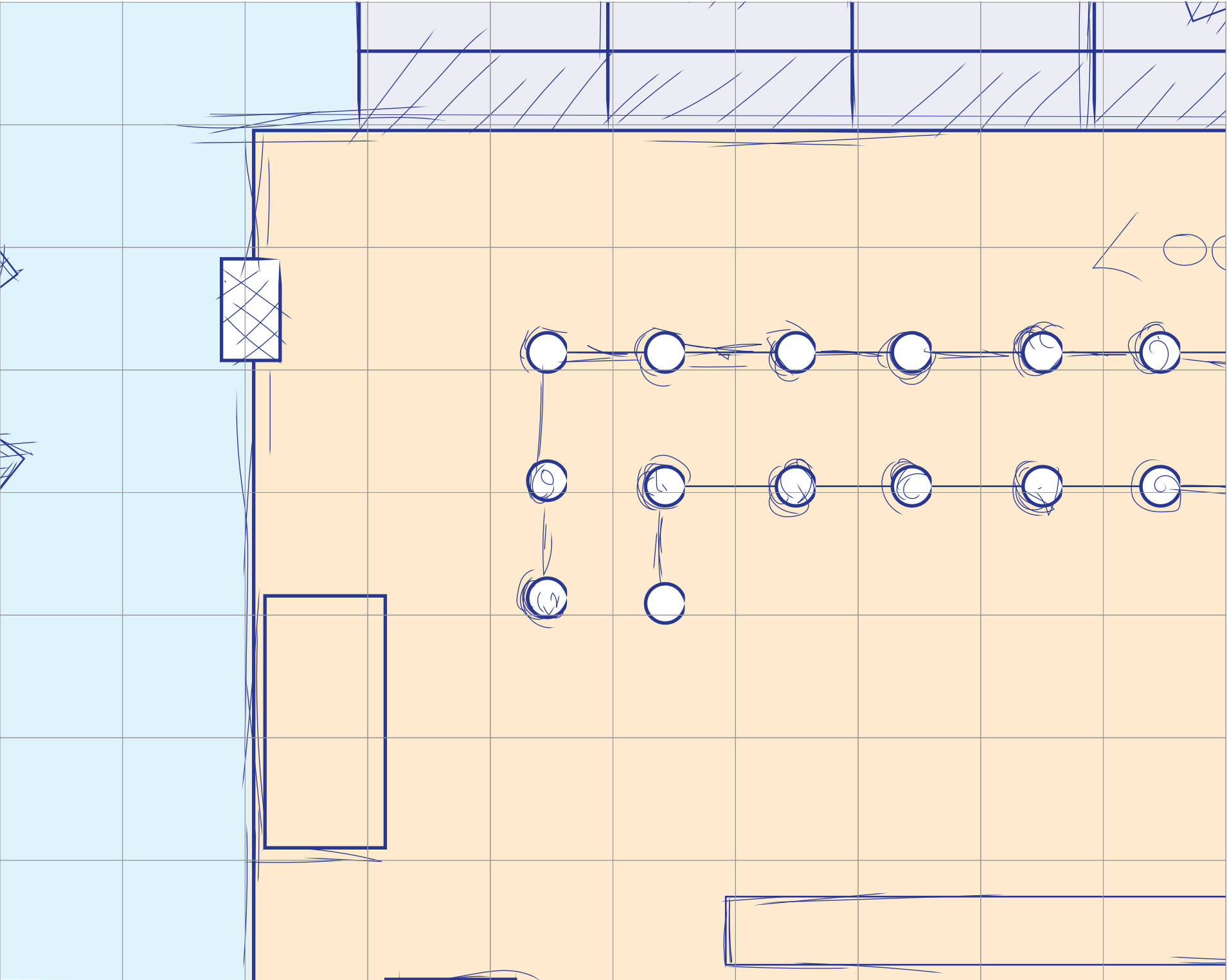


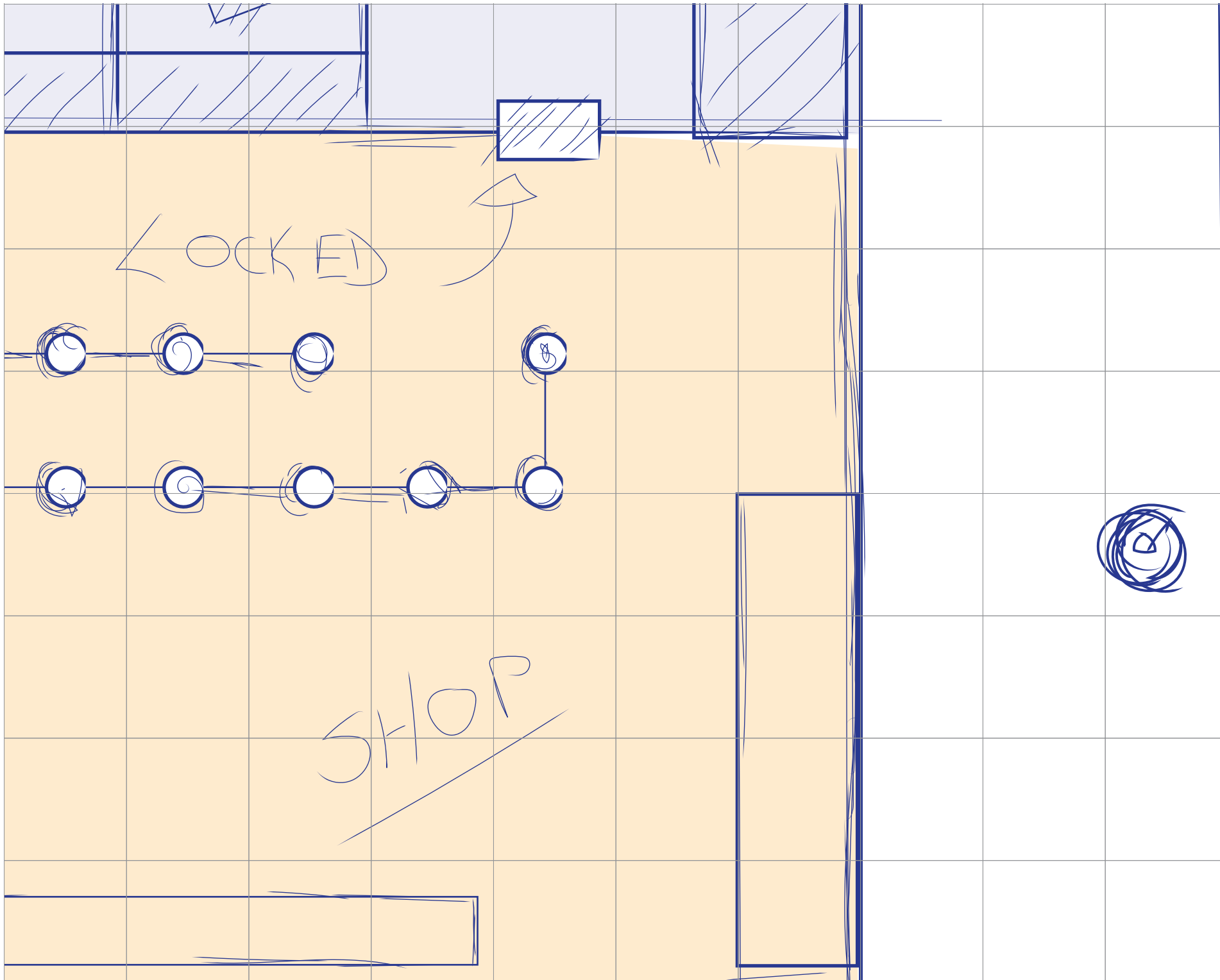


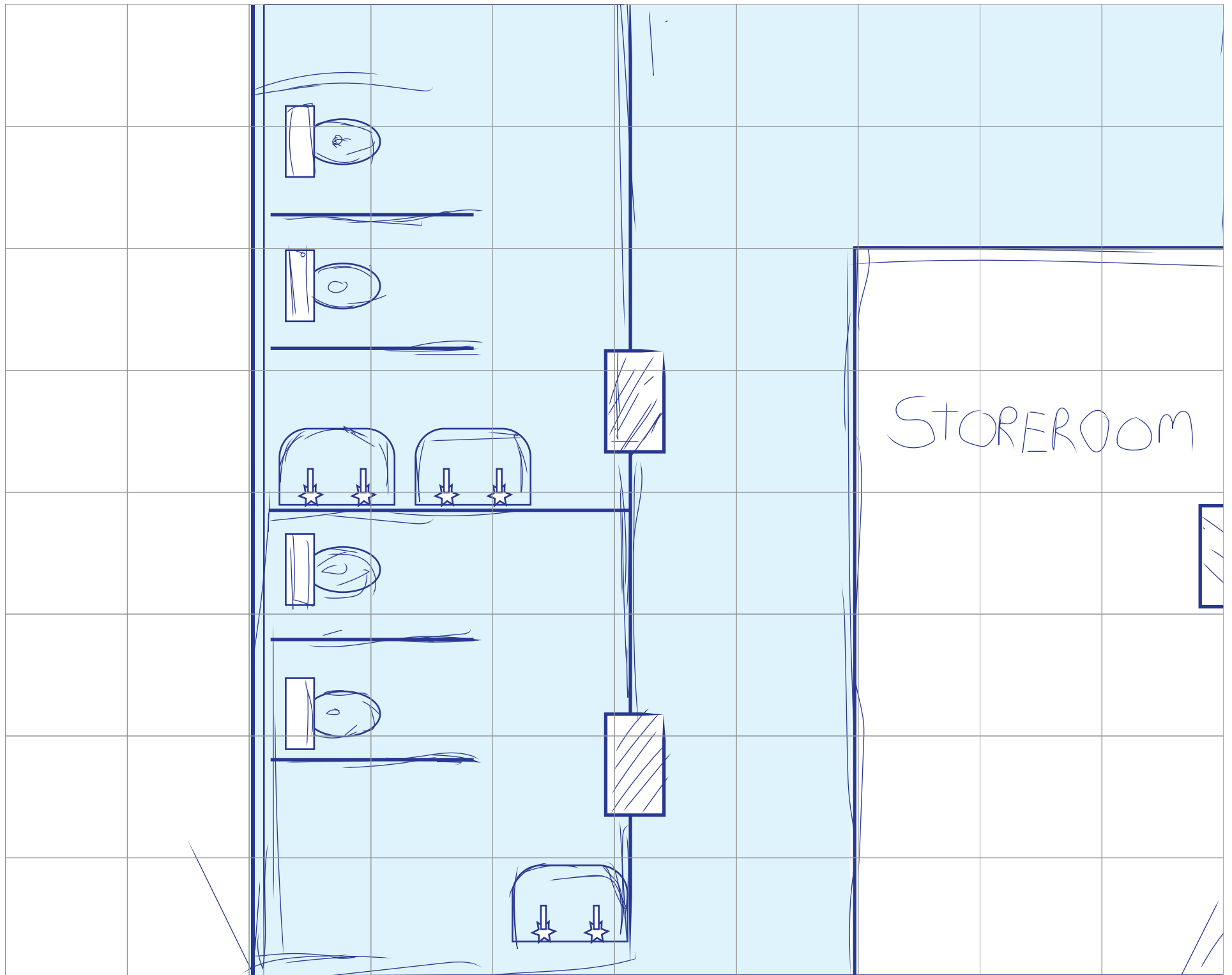


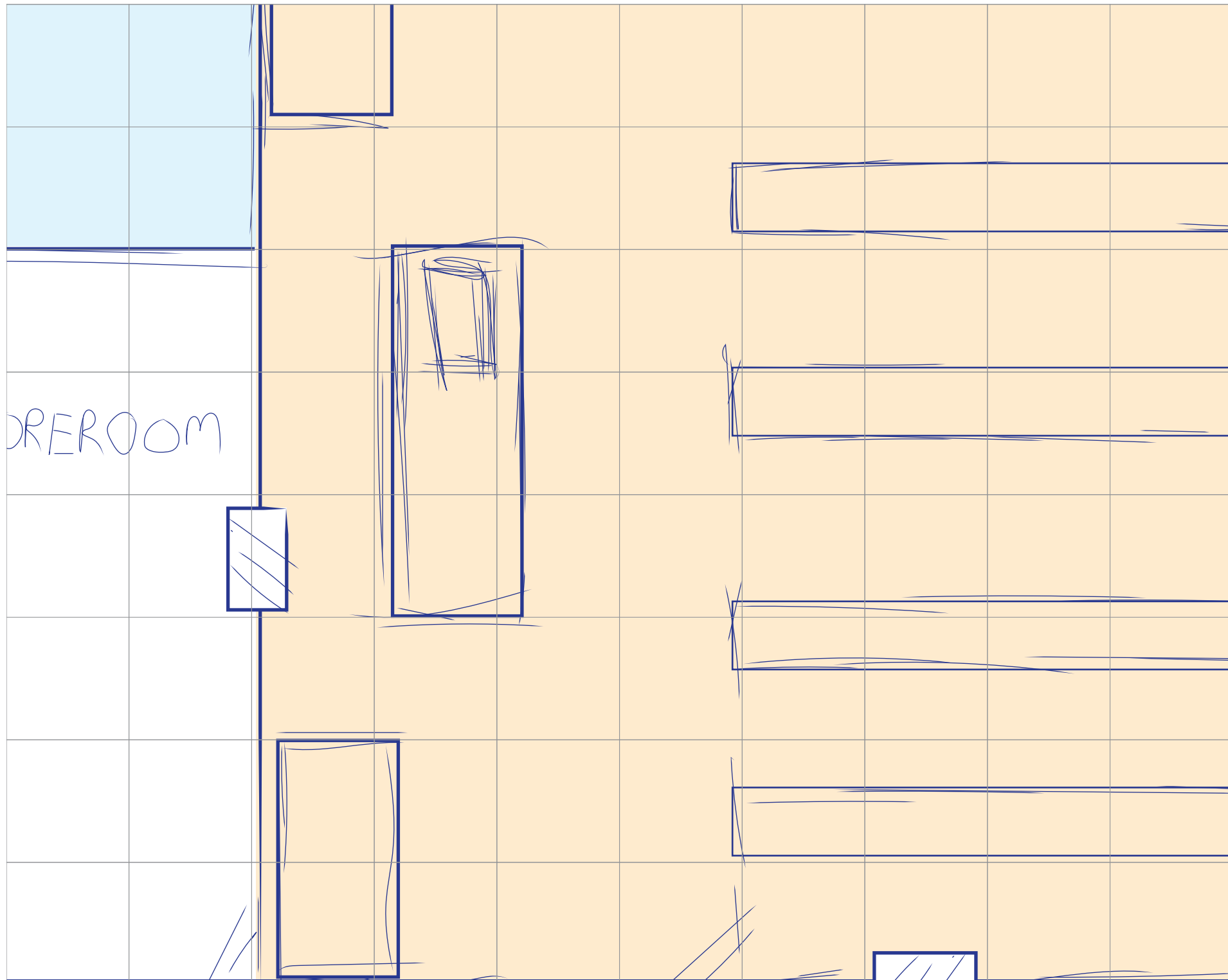


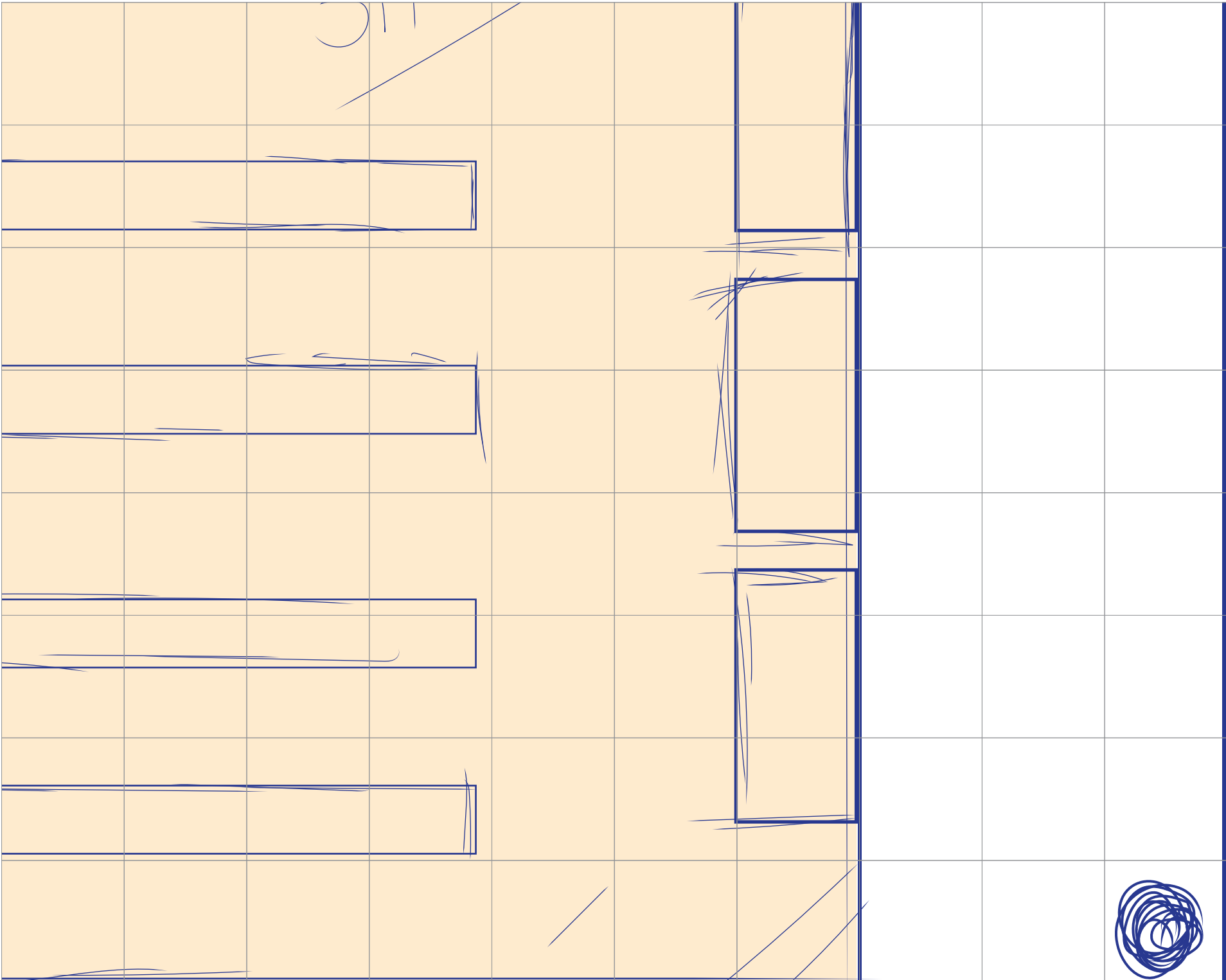


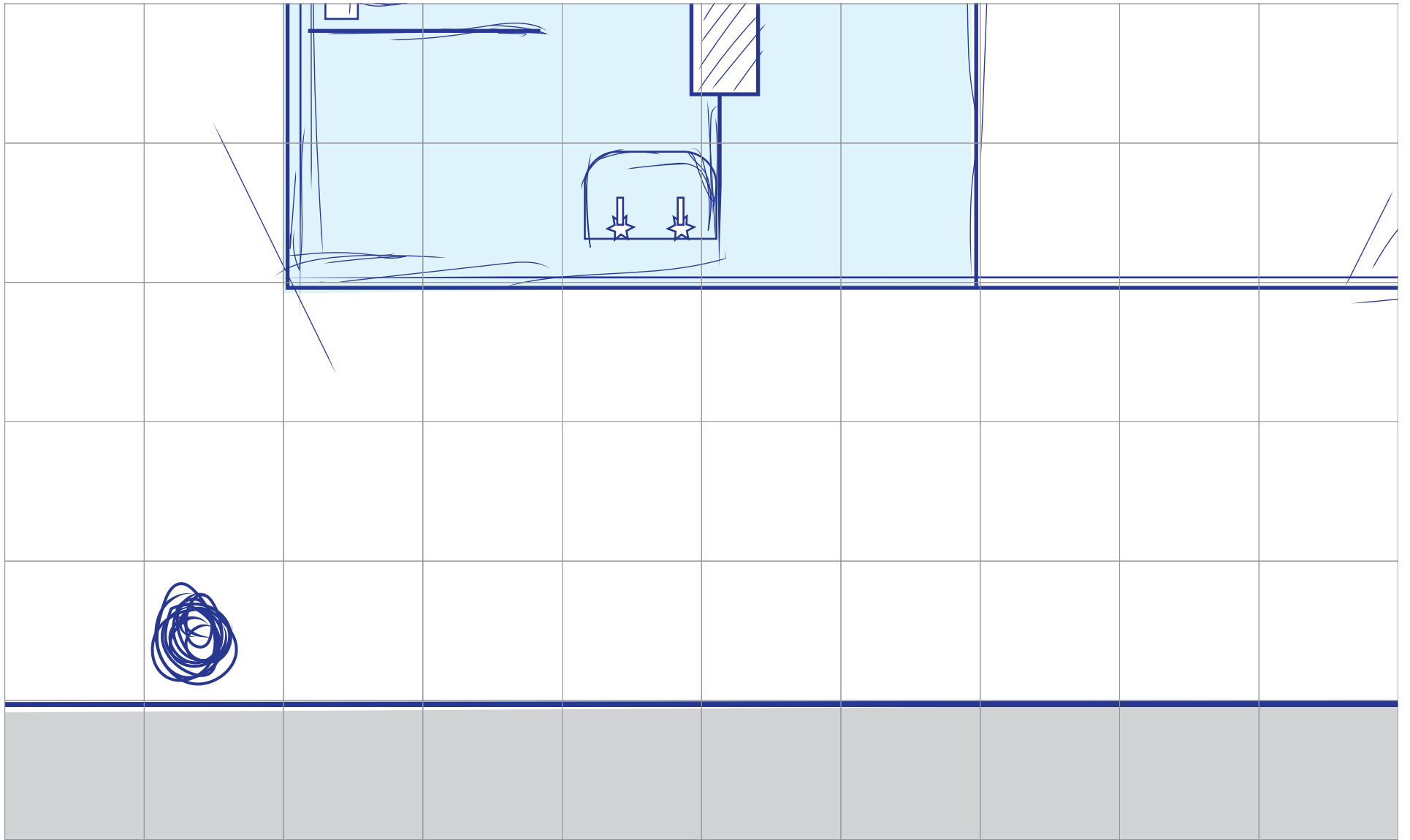


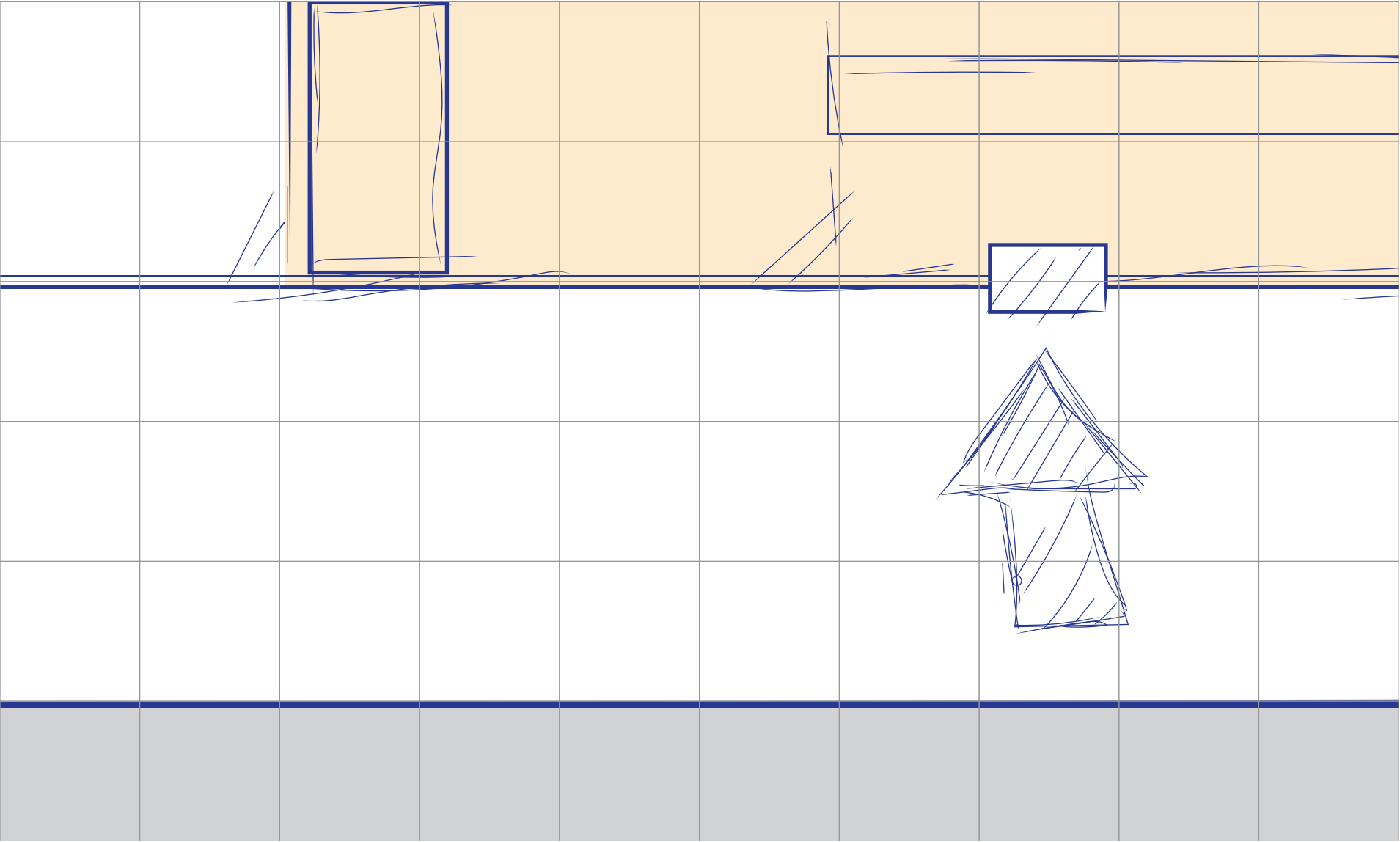


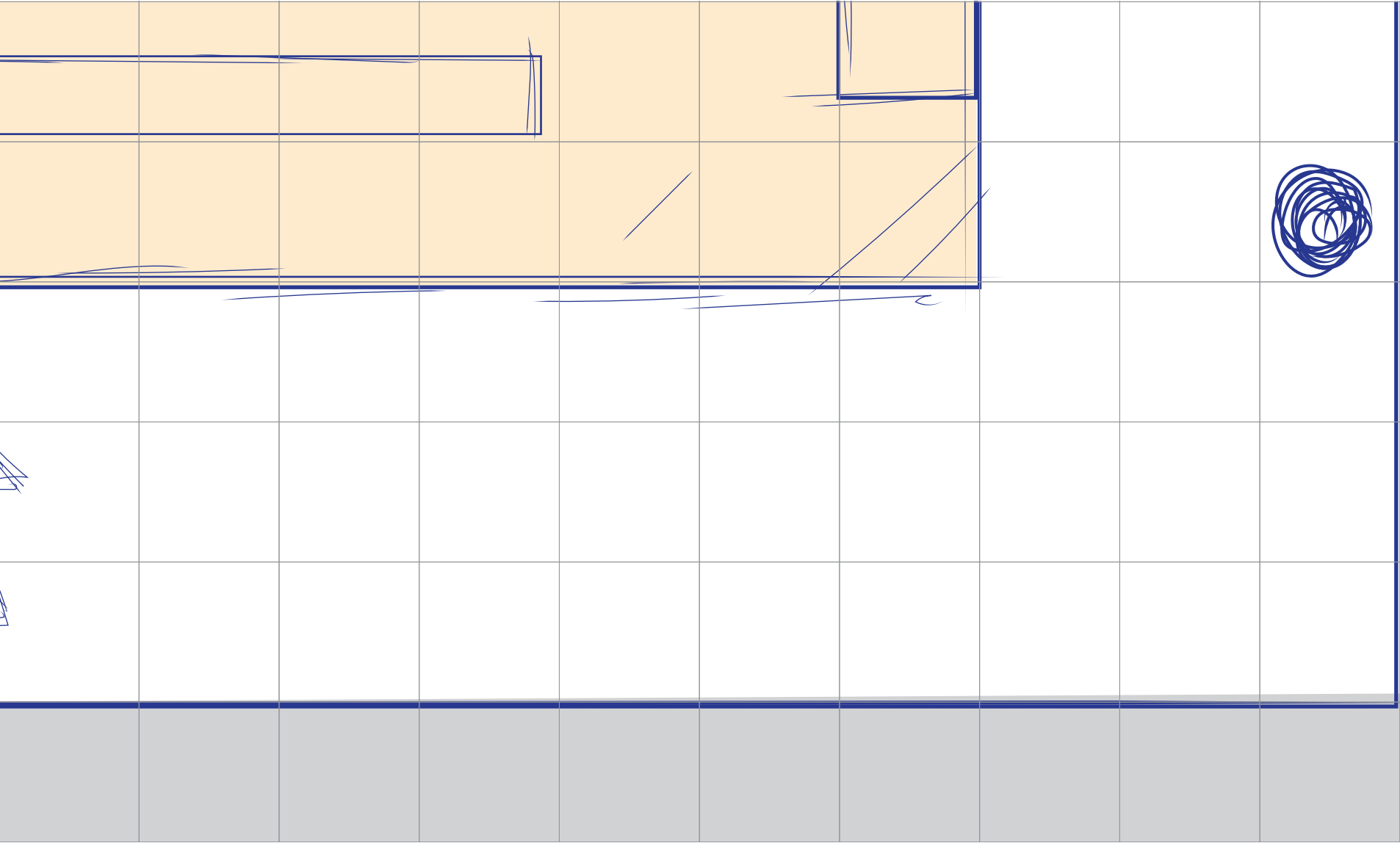












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