

tropicana



Tropicana

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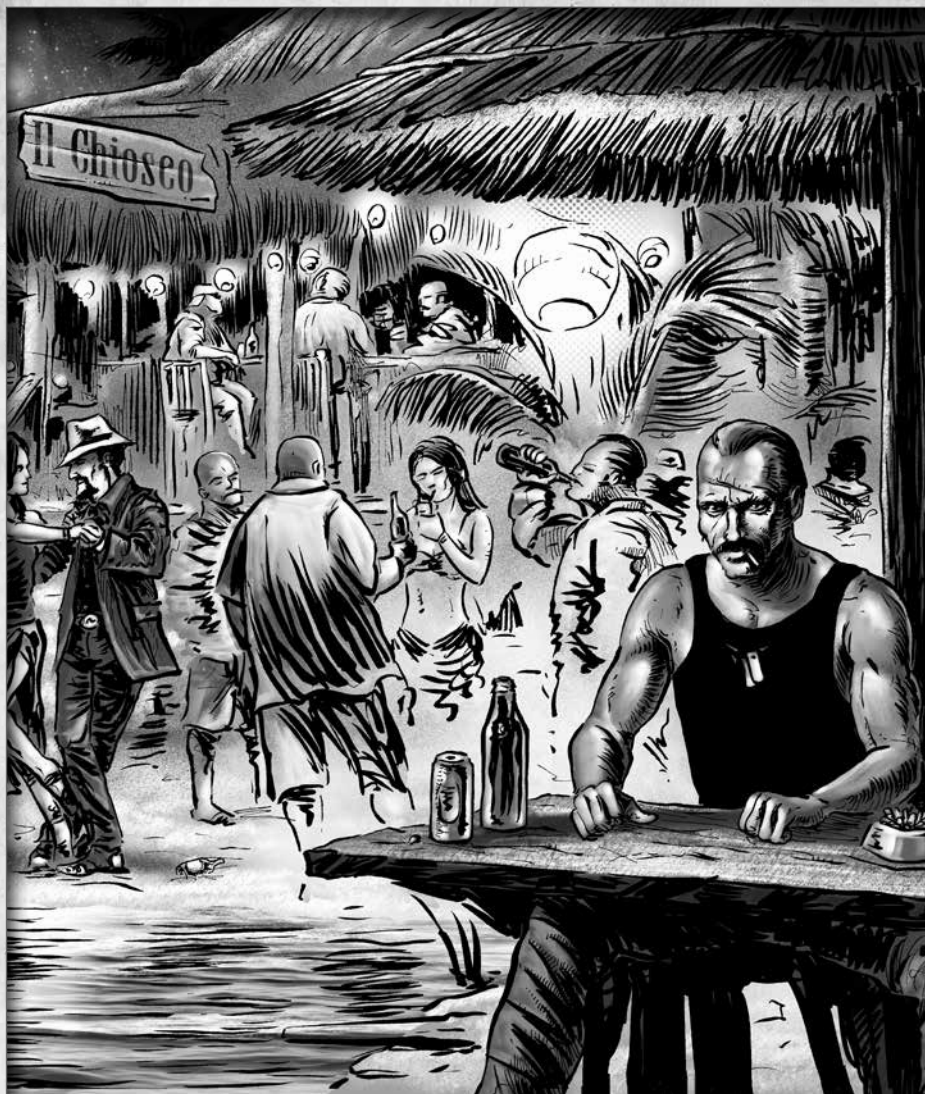
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CHAPTER 1:

BIENVENIDO A SAN JOSÉ

Hola, amigo, ¿que tal? Bienvenido en San José! Habla Español? Americano? Need a cab? My name is Evaristo, come on, best prices in town! I will show you the city and drive you to your Hotel. The Admiral? Oh, man! Very good choice, especially if you are here for business. The world's top managers, prime ministers, diplomats and bankers usually stay there or at the Reina Dorada. It's only twenty minutes, so let's go!

The airport is just at the beginning of our peninsula, under the Malibuya Volcano. Malibuya, yes. Do you think it is a strange name? It's a word in the ancient language, the name of an evil god, you know, a demon who must be constantly kept at bay. We have a lot of local legends about it, but it's also famous for the Observatory and the Fontaneda Foundation. Oh... you must have already heard of them, I'm sure... they have facilities and health spas on the volcano, at Cabo del Muerto and on San Monique, with healing springs and mud baths, much appreciated by tourists. Some say they can even rejuvenate people and change their appearance, and many wealthy patients come from all over the world for "special" treatments.

OK, now we are approaching the city of San José from the southeastern side. That castle over the hill is Fuerte Ventura, the old Spanish fort, built to dominate the sea and to shoot pirates with howitzers and mortars. It has endured for centuries but sometimes the city was sacked anyway, for example by the famous Black Corsair. They say the hill has a lot of old galleries and deep dungeons from there to the docks, to the ancient church of Nuestra Señora de la Ventura and to the old town, la Villa Rosada. By the way, if you like artists and intellectuals you will absolutely love the movida there. There are students, writers and painters from all over South America, Europe and the USA. Just be careful, because sometimes the Guardia Civil makes raids against those who support the rebels. Or... that's what they say...

Right now we are driving on a portion of the Terramar Circuit, used for world racing competitions such as the Gran Premio de San José. During the day, when there are no official races, it's used for normal traffic but you need to take care by night, because the guys here run illegal races and chases between midnight and dawn. Listen, if you are looking for a thrill and you know how to take care of yourself, try to spend some time in the Corte Clandestina of Terramar. Guaranteed adrenaline.

Now, on our right there is La Dorada, the bank and business district. Legend says that a thousand years ago a princess lived here, and she was completely covered in gold and called La Dorada. Her gigantic pyramid should be somewhere under this part of the city and the name has been passed to the bank blocks. Irony, isn't it?

El Banco de San José is famous all over the world, 'cause it offers unique secrecy and privacy for all accounts. If you put your money in the caveaux of El Banco, no one will ever know anything about it, guaranteed.

On the left, you can see La Marina, with tourist resorts and casinos that stay open all night long. This evening at the "Gringo Bingo" there will be a night show with a lot of US rockers and celebrities and a wrestling revival with old stars from the nineties. If you like VIP parties and want to stay with your people I might find a ticket for three hundred dollars. Pretty cheap, trust me!

OK, we are almost there. This big road is Ocean Boulevard, that follows the coast from one side of the city to the other.

And now, just a minute and we are done.

No, I'm sorry, this garage is not the Admiral's, is just a trap, for you.

Now give me your briefcase and wallet, and I will have no reason to use this gun. My associates will open the door and help you in this transaction.

Of course we do not rob our tourists. What do you think? We don't want to give people a bad impression of our beloved country. But we were waiting for you, Jerry, and we know what are you carrying in that briefcase.

So, we have three ways to do this: the good, the bad and the ugly... Which one do you prefer?



LA REPÚBLICA PRESIDENCIAL DE SAN JOSÉ

The Presidential Republic of San José is a small Caribbean country, almost unknown only a few years ago. For centuries this tiny nation had been a disputed territory between the neighboring countries until it unilaterally declared independence in the '60s during a series of coups, rebellions and civil wars that involved the whole area. Until the '90s San José was a puppet country plunged into poverty, changing hands several times, always under the covert patronage of the USA or USSR. Then over the course of a few years it had an outstanding period of development and reached its current status of an extremely rich country and a holiday paradise for celebrities and millionaires.

Completely regenerated from the squalor of the previous decades, today the city of San José is known as the Dubai of the West and the Emerald of the Caribbean. The development of the old colonial city into an outstanding futuristic metropolis was also accompanied by new settlements in the archipelago and in the hinterland, although most of the country still remains wild and free of human presence.

San José enjoys worldwide renown in tabloids, shows and magazines because of its beautiful beaches, large floating casinos, heavenly resorts and the incessant *movida* - that's nightlife, amigo - for VIPs, beautiful women and wealthy vacationers. A number of major events take place in the city every year such as the White Carnival, the Day of the Dead, the Grand Prix, golf, cricket and the casino games world cup.

But for those in the know, San José is above all something else: a port of trade and smuggling for drugs and weapons for the criminal cartels of Latin America, a place of money laundering, a haunt for wanted criminals in search of a new identity and a sanctuary from extradition. The government's primary source of income is indirect taxation: there is no income tax, capital gains tax, or corporation tax. In addition to its "exotic" laws, El Banco of San José grants to its shady customers the freedom and secrecy to carry out all the financial transactions they wish. For this reason, all the criminal organizations and illegal businesses in the

world have an account opened in this bank and in its armored vaults there are ingots of gold and platinum from every trafficking operation in the five continents.

For all these reasons, San José also has other, more controversial nicknames: Gangsta's Paradise, Republic of Thieves, and "the Black Hole" - the latter because it seems that anything that comes to San José can no longer be recovered.

For Interpol and other international organizations, San José is a banana republic, a rogue state, an offshore financial centre, a free port, a tax and corporate haven and a country that does not allow the extradition of criminals. Technically, San José is also de facto a state independent from international law and UN, not recognised diplomatically by other states and still claimed by its neighbors.

But despite this dark side, San José remains a golden realm of luxuries and vices. The dirty deals are made in secret, in the darkest basements or in the safest offices, while under the sun everything is clean, beautiful and blazing. For the millions of tourists every year, San José is just wonderful weather, tropical landscapes and cabaret clubs.

For a few others - adventurers, explorers, investigators and occultists - San José offers a completely different range of activities:

PRIVATE INVESTIGATION!

The presence of mobsters, traffickers and killers from all over the world in the same place makes San José a powder keg, ready to explode at any moment. Many international police organizations, even if they cannot act directly in San José, put bounties on wanted criminals or instruct resident detectives to perform otherwise impossible duties in the name of justice. Furthermore, in a country where proceedings for ordinary crimes are not so clean and effective, private agencies are often the only way for common people to know uncomfortable truths and see some justice done. Many detective agencies and private eyes have arisen in recent years to hunt down villains and collect evidence.

They continually recruit new agents for the most varied tasks, accepting even the most peculiar backgrounds because of the wide range of situations that can be faced in San José. Some of the most famous are the great and well-organized "Beauregard", the fierce and borderline "Green Salamander" and the small and smart "Carrera PI".

ESPIONAGE!

Not only common criminals and drug lords roam the Ocean Boulevard and the Islas Bonitas. San José is also a sanctuary, hideout and base of operations for many international terrorist organizations, subversive groups and cells of espionage and counter-espionage. The presence of spies and intelligence agents in San José began during the Cold War, when USA and USSR vied for Central and South America from this strategic country.

Today, the number of agencies based in San José has increased more than tenfold and every night the endless ballet of spies, double agents and infiltrators takes place on yachts, or in resorts and casinos. "At my parties, there are more spies than fortune hunters," Madame Genevieve Duchamp often sighs with resignation.

In San José agencies are constantly trying to hunt down fugitives, arms dealers, industrial spies, unethical scientists, traitors and conspirators and the entire city is crossed by a web of relationships, alliances, enmities and rivalries. Luxury pools, clubs and cabaret are also filled with ex-spies, burned agents, mercenaries and independents, ready for any kind of job. A list of the places where many "talented men waiting recruitment" can be met includes the Glenanne Club, run by an old melancholic spy, and the Kingdom, the floating casino where every evening amazing cocktails are served and people spend hours playing *Baccarat chemin-de-fer*.

JUNGLE EXPLORATIONS!

Tycoons, spies and traffickers hardly leave the upscale neighborhoods of the city and the Islas Bonitas. But behind the Peninsula, all around and over the volcano, lies "la Boca

Verde", the wild and mysterious tropical jungle of San José. Only a few roads and ranches occupy the most accessible parts. All the rest is about 20,000 square miles of impenetrable rainforest crossed by the slow and muddy Rio Grande and its uncharted tributaries. The Boca Verde is an ethnic and natural reserve, almost completely off limits to normal tourism and common access. Only a few research institutions have permission to explore it and its archaeological remains and they do so at their own risk, as the special Reserve Law protects the Azcali - the natives of the Boca Verde - and their right to guard their own territories. Old abandoned Spanish missions, pre-Columbian pyramids and lost shrines dedicated to bloody deities are found here and there in the jungle, while wild animals, poisonous snakes and living fossils live in the very heart of the country. For some time now, Azcali relics and artifacts have been of interest to San José magnates and collectors, who can pay thousands of dollars to smugglers, antiquarians and tomb raiders. Even the *Universidad de San José - Facultad de Arqueología y Etnología* (the Faye, as they call it) often carries out surveys and researches in the area, trying to keep the various expedition members alive while securing unknown samples and unprecedented findings.

The best agency for organizing expeditions into the Boca Verde is the Special Travel Agency, run by Red Remington, who recruits specialists from various fields. It has at its disposal a cabin cruiser to travel up the Rio Grande and a Piper to fly over the jungle.

UNDERWATER ADVENTURES!

Even the sea in front of San José and between the Islands is a place of many possible adventures. On the seabed, under waters infested with sharks, torpedos and moray eels, lies the ancient port of the town, destroyed by an earthquake, ancient pirate ships, modern wrecks and even submarines which sank during the Cold War. There are old, sunken forts near the coast and the islands and it is said that the Fontaneda Foundation has an underwater base here somewhere, studying oceanic phenomena.

The most mysterious place in the waters of San José is the *Grand Bleu*, an oceanic trench discovered and studied in the past by French researchers. From that abnormal oceanic pit, unintelligible frequencies and other disturbing phenomena come out, disrupting communications and electronic devices.

To sail the seas between the islands, the friendly Carlos & Carlos rent their yacht *L'Olonnais*, which seems to have been won in a game of chance. The all-female crew of the *Duquesa Desnuda* is certainly much more attractive than the Carlos cousins, but those beautiful sirens are even than the underwater dangers.

WEIRD MYSTERIES!

There are many disturbing secrets whispered in the streets of San José. There is certainly no proof of sea monsters, lost valleys full of dinosaurs, underground cities haunted by degenerate savages, mutant barracudas and aliens fallen from space into the sea near the city. And yet, people whisper - few openly talk about these things and even fewer really know anything; even their information is confusing, unclear and contradictory. In the Sagrados and in La Laguna there are many practitioners of a creepy magical tradition called *la Calibana*, a twisted melting pot of Obeah, Hoodoo, Santería and Rootwork, and many people are ready to swear that this discipline actually works. Possibly too well.

Conspiracy fans say that the Republican Government hides a secret Shadow Level controlled by aliens, undying Nazis or evil spirits of the ancient faith. Also the presence of restricted regions in the forest, around the volcano or in the sea seems suspicious to many. The Fontaneda Foundation, which often watches over these areas, is also accused of keeping the secret of eternal youth and causing mysterious mutations in biological species.

The Tropical Institute of Parapsychology (TIP) often investigates the most interesting phenomena and Professor Lindora Arribas is always interested in sponsoring new research. Also very interested in mysterious

rumors are the young activists of Radio Insomnia, broadcasting every night about what is happening in the city and organizing activities for truth and protest. They are conspiracy theorists without financial means, but lots of people listen to their transmissions and check for Fortean news on their webpage.

TREASURE HUNTING!

From the coffers of the freebooters who chose this region as their den to the Spanish treasures hidden to avoid them falling into the hands of the Corsairs; from Azcali idols studded with gems to solid silver crucifixes brought from Europe by Christian missionaries, from the secret tunnels under Fuerte Ventura to the legendary hoard of La Dorada, San José is also an ideal place for treasure hunting.

Old unreadable maps, skeleton keys and medallions engraved with astrological symbols and coordinates can be found from time to time in old libraries or in the collections of antique dealers. And some lucky adventurers occasionally boast of having narrowly escaped the traps of a temple in the jungle or the pitfalls placed by ancient smugglers in underground hideouts.

The King of treasure hunters in town is Alan MacGregor, a fascinating self-styled adventurer who spends more time at parties and social events than in the field. Some say that he is best at following other hunters and stealing their information and results.

The mysterious billionaire Isabel Scaramante, who seems to never leave her island, La Escondida, is always ready to fund research which provides information on a special relic she calls the "Corazon Espinado".

WHAT THE PLAYERS DO, WHO THEIR CHARACTERS ARE

In Tropicana, characters are adventurers, rogues and troubleshooters, ready for action, on the narrow border between law and something else. After all, the laws of San José are not the best and the rest of

the world does not recognize them, so why should the heroes? Some groups act as freelance agencies, some are part of larger organizations such as Radio Insomnia, the TIP or the Faye, Carrera PI or the Special Travel Agency. They are detectives and spies, gamblers and mercenaries, exotic dancers and celebrities in need, traffickers and thugs, pilots and mercenaries, surfers and tourists, students and activists. They will surely find themselves in trouble, be hired for handling trouble or actively *look* for mayhem. And trouble in San José is always big, messy and twisted. They work together because of events, or they share the same target or are part of the same group. Infiltrators, double agents and traitors are common and anyone might have a secret agenda, but they'll usually want to achieve the objective because *they love it when a plan comes together*.

And after any adventure, they like to have boat drinks and smoke cigars together by the poolside.

CONQUISTADORES, NATIVES AND PIRATES

THE AZCALI AND AZCAMAYA

During the pre-Columbian age, the area of Boca Verde south of the Sierra de Plata saw the origin and development of the Azcali civilization, considered by the scholars of Faye to be a link between the cultures of the Caribbean and Mesoamerican mainland. When the first conquistadores arrived in their country, the Azcali lived mainly along the sea shore and the Rio Grande, in the heart of Boca Verde and on the mountains. The area of the Peninsula, some dark valleys in the jungle, the volcano and the mouth of the Rio Grande, constantly shaken by thunder and lightning, were considered forbidden, sacred or accursed, and were almost uninhabited, visited only at particular times of the year for special ceremonies or secret rites.

According to some Christian scholars and antiquarians, the Azcali territory, also called Azcamaya, was also the place where mythic and secret places lay, such as Aztlan, the



seven caves of Kikomoyac and the Fountain of Youth.

At the time of the first western chronicles, the Azcali were divided into four tribes, quite independent one from each other: the Calimas of the coast, first to meet Europeans and ruled by La Dorada; the Yupimas of the mountains, isolated and proud fighters for freedom and independence; the Bacaimas of the river, who lived and still live along the banks of the Rio Grande; and the Coreimas of the jungle, the most primitive and conservative of them all.

LA CONQUISTA

The Peninsula of San José and the volcano at its back were officially discovered by Europeans in 1519, when expeditions of Spanish conquistadores reached those shores in search of treasure and the mythical Fountain of Youth.

The annals record three different expeditions to this place, at the time called the "Costa Verde", but many scholars believe that there may have been others, unrecorded.

The First Expedition was captained by Francisco Vasquez de Malcastillo, who was welcomed peacefully by the Azcali tribe of the coast. In a shrine on the Malibuya volcano he learned legends about the Fountain of Youth and La Dorada, the young and beautiful priestess-princess. But the Azcali were absolutely determined not to allow the conquistadores to advance further into the Boca Verde. After many attempts, almost resulting in clashes and battles, Malcastillo decided to retire without having obtained anything.

His Second Expedition was organized nine months after the failure of the First. At this time, Malcastillo obtained much more resources from Spanish lords and bankers and came again to Costa Verde with more ships and soldiers, to lead his campaign against the Azcali and create a new realm. He already called it "Zamora Nueva", *New Zamora*, to honor the name of his hometown in Spain, Zamora.

This campaign by the Spanish conquistadores in Costa Verde lasted around three years and was accompanied by every sort of tall tale and incredible story: hallucinatory fevers,

the dead rising from their graves, prodigies and monsters never seen before, beast-men, curses and dark spells that decimated the conquistadors who, meanwhile, attempted to perpetrate all sorts of murder, robbery and massacre against the indios.

At the end of this second expedition, of the hundreds of Spaniards that had arrived in the country following Malcastillo on over twenty carracks, they say just one ship with black sails came back, laden with thirty feverish, crazed survivors, each of them ready to tell all sorts of mad stories: the first "Fenómenos" of San José's chronicles.

Returning to the Costa Verde became Malcastillo's obsession, but he could not obtain any other help from Spanish notables over the next twenty years.

When the Third Expedition was at last organized, they say that four mysterious red-caped men were on board, together with several missionaries. Of the three expeditions, this is the least documented. Apparently it was successful and the Spaniards gained permission to occupy the Peninsula up to the volcano and dig mines on the Sierra, but, in return, the rest of the Costa Verde region would remain Azcali. In his writings, Father Angel de Villagrande remembers that the mysterious men in red were very happy with this result and that the Church was allowed to create missions in the hinterland. At the same time, Malcastillo, furious and mad at not defeating the Azcali, disappeared into the night and no one saw him ever again.

ZAMORA NUEVA

After the confusing episodes of the Three Malcastillo Expeditions, the Spanish outpost became a reality and its official name became Zamora Nueva de Costa Verde. The peninsula was renamed "Cabo de la Ventura" and there the Fuerte de la Ventura was built, close to a small, naturally protected cove, near the modern Bahía del Sol. Natural docks were fortified with cannons and masonry, while the whole hill under the fort was excavated for many miles to accommodate dungeons, escape passages, mine tunnels, and

storerooms for supplies and ammunition. In the following decades, New Zamora was equipped with other forts, lighthouses and watchtowers along the peninsula, inland and on some of the islands. Mines were dug in the Sierra de Plata, and the inhabitants of many Yupima villages started working there, under Spanish supervision. A great road called the Gran Carrera was built, crossing the country along the coast from north to south, and several missions were founded all around the country. The original Iglesia de la Ventura, halfway between the fort and the Old Port, was enlarged and joined by other religious buildings. At the same time, the first Haciendas began the exploitation of the fertile land along the coast.

In this way Zamora Nueva became part of the Viceroyalty of New Spain.

THE FENÓMENOS

In 1666 the Mission of Nuestra Señora de los Remedios, built along the Rio Negro to bring the Christian faith to the Coreimas of the jungle, was struck by a mysterious assault and all the monks were slaughtered. When soldiers from the outpost were sent to investigate the situation, they faced a nameless enemy, whose nature has not been reported in the chronicles. The few of them that came back to Fuerte Ventura were feverish and hallucinating. The officers spoke again of the "Fenómenos." Immediately after the expeditions, scuffles and riots also took place at the Fort and many soldiers deserted and fled by land and sea, vanishing from History. The Comando General of the Viceroyalty sent new forces to the colony and many fights were reported, along with several Fenómenos.

In these episodes, the Spaniards fought alongside the Azcali and it is not clear who their opponents were: fervent cultists, insane commoners or very dangerous creatures called Chameleons, perhaps coming out of the Forbidden Valley.

When, in 1668, the pirate ships of Francois l'Olonnais and the Black Corsair reached the Cabo de la Ventura and assaulted the Fuerte, they found this outpost almost abandoned.

The garrison was decimated and had gone mad, and the corsairs easily overcome it.

It is said that in that fight the ordinary soldiers shot their officers in the back, surrendering by mutual agreement and willingly joining the pirates. However, for some reason, the privateers decided not to settle in the Spanish fort, although it was large and well-protected, but preferred to occupy the town of Zamora and to seek refuge on one of the islands, known as La Escondida (*The Hidden One*). The island became an infamous hideout for pirates from all over the Caribbean for decades, rivaling the nearby towns of Port Royal and Tortuga.

THE GOMORRAH OF THE NEW WORLD

Little is known of this troubled period. By the 1670s, Zamora gained a reputation as the Gomorrah of the New World, where most residents were buccaneers, smugglers, fugitives and prostitutes. A chronicle of the time includes a description of "Zamora of Cabo Ventura" and their inhabitants: *Rum and girls drained their wealth to such a degree that... some of them were reduced to beggary. They have been known to spend 2 or 3,000 pieces of eight in one night; and one gave a strumpet 500 to see her naked. They used to buy a barrel of rum, place it in the street, and oblige everyone that passed to drink. The monkeys of the Costa Verde gather in town to drink from the large stocks of ale with just as much alacrity as the drunkards that attend the taverns that serve it.*

In the following decades freebooters, both Spaniards and Azcali, became protagonists of different alliances and numerous clashes took place on the sea, between the various settlements on the coast and along the peninsula and in the mining centers of the Sierra. Despite everything, Zamora, the Costa Verde and La Escondida remained under the control of pirates for more than half a century. Workers in mines and *haciendas* were forced to work in order to supply the new masters of the city and support ship traffic with the rest of the world. During this period, the majority of texts and testimonies about the previous decades were lost and

many of the things that had happened since the founding of Zamora fell forever into oblivion.

FOUNDATION OF SAN JOSÉ

On August 22, 1722, an earthquake caused by submarine volcanic activity destroyed Zamora and caused the destruction of two-thirds of the city's port, at that time located where the Bahía del Sol now stands, as well as sinking many pirate ships. Even today, that part of the port is under 5-10 meters of water, while the remains of Zamora lie beneath the modern Villa Rosada.

Taking advantage of the pirates' sudden weakness, the Capitanía General of Guatemala and Yucatan jointly organized assaults against the decadent corsair realm and in a few years reestablished the dominance of New Spain, finally banishing piracy from the Costa Verde with a number of bloody naval battles. Many wrecks from this period lie scattered on the seabed and in coves hidden among the islands. As a consequence, the reconstruction and strengthening of military forts of the previous century started.

The mines and Fuerte Ventura were again firmly in the hands of the Viceroy of New Spain and the small settlements almost completely abandoned in recent years became populated again. The ruins of the old city were covered with soil and new buildings were erected over the buried ruins. New agreements were signed between the notables of San José and the Azcali princes and a new era of peaceful coexistence began, as a new aristocracy founded the great colonial buildings in the La Dorada and reconstructed the *haciendas* on the coast and along the Carrera Grande. To completely erase from history the name and the reputation of Zamora, the Pope himself financed the construction of the Cathedral of San José and even named the town seat of the bishopric, by sending the first bishop in the country's history: Monsignor José Redondo. The new pueblo was named San José or Villa de San José after the Cathedral of San José, and the infamous name of Zamora was slowly forgotten...

The Fenómenos ended almost completely and only a handful of emerald traffickers, smugglers and buccaneers went on fighting against Spanish law. This trafficking, often carried out right between the pueblo of San José and the piers of the new harbor, led to the digging of underground tunnels joining together the various parts of the peninsula and extending the natural caves that were located between La Laguna and La Marina.

DIRTY DOLLARS AND COMMIE CONNECTIONS

SILVER, TOBACCO AND SUGARCANE

In the nineteenth century, as the Spanish crown gradually lost its authority over its Central America and Caribbean provinces, the territory of Costa Verde broke free of the colonial yoke and followed the fate of its neighbours.

For many decades, the Villa de San José and neighboring pueblos were just tiny and forgotten settlements somewhere in the Caribbean, on the outskirts of a country that had other problems to deal with, only interesting for its inland silver and emerald mines. The only other activities that seem to have been successful during the nineteenth century and early twentieth century were large plantations of fruit, tobacco and sugar cane, which were developed near the volcano and along the coasts, and that in turn led to a small but brisk market in cigars, rum and tropical essences.

The local landowners devoted themselves to the exploitation of pastures and to the raising of livestock: the race of bulls named Brava Veraguana and the purebred horses called Venturiani became the pride of the country, much appreciated and exported

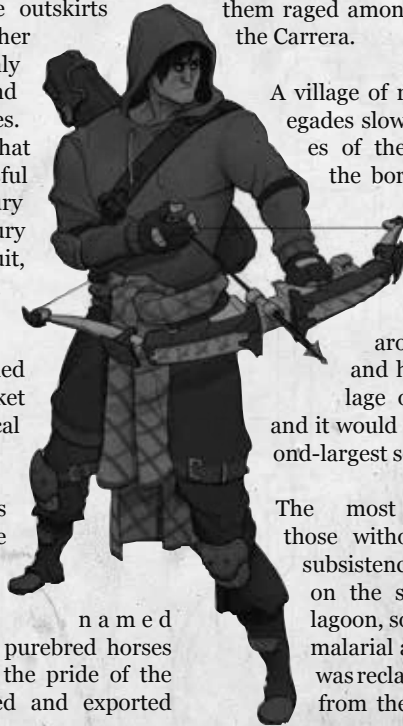
abroad. At the same time, however, fever, discomfort of every kind and Fenómenos struck anyone who tried to "conquer" the Boca Verde and no local governor tried this throughout the modern era.

Among the tree-lined streets of La Dorada, government buildings, rich mansions and the local headquarters of the commercial and banking companies were expanding and increasing in number.

Meanwhile, the last years of the slave trade and the possibility of working on plantations and in mines brought an increase of population: African, Caribbean, Creole and mulatto. The small pueblos that had arisen in the north and west of Fuerte, Ventura expanded and became *the Sagrados*, from the names of the church around which every pueblo had arisen in the previous century: San Juan, San Telmo, San Agustin, San Isidro and San Sebastian. Little interested in what was happening in the Sagrados and in the small villages outside the Haciendas, the elders and the governors of the city let petty crime prosper. Different organized gangs were born in this period and fights between them raged among the villages and along the Carrera.

A village of runaway slaves and renegades slowly formed in the marshes of the Rio Grande delta, on the border between Azcali and Spanish territory. Nobody cared about the inhabitants for years, while they became gradually united around the Mama Negra and her huge family. The village of Esperanza was born, and it would grow to become the second-largest settlement in the country.

The most disadvantaged, and those without any other form of subsistence, instead ended up on the shores of San Cristobal lagoon, south of Fuerte Ventura, a malarial and unhealthy place that was reclaimed in 1930. Here, away from the sight of more civilized



citizens and of common people, the most miserable inhabitants of the villages lived by fishing in the greasy swamp, among the clumps of tropical trees, in an increasingly dismal and disturbing poverty. Soon, the derelicts of La Laguna acquired a reputation as madmen, degenerates and sorcerers even among the humble inhabitants of the Sagrados.

BIG TROUBLES IN THE CARIBBEAN

After gaining independence from the Spanish crown, for about 120 years San José and the whole Costa Verde remained isolated and separated from the rest of the country. The Azcali ruled the jungle and the Carrera Grande was in very poor condition north of the Sierra and south of the peninsula. Transportation of people and goods was only possible by ship.

This isolation was the first cause of the progressive independence of the Costa Verde from the rest of the country and slowly led to the creation of a sovereign nation called La República Independiente de San José, which means The Independent Republic of San José. Between the two World Wars, as a result of bloody episodes of revolt and repression, the independence of San José and this province became a fact, though it was never formally ratified.

After World War II, this substantial power vacuum and the political independence of the Costa Verde aroused the interest of the U.S., which eventually managed to capture the hearts and minds of the local population, but not to exert direct political pressure.

This suddenly seemed interesting to the USSR and in 1958 the headquarters of the Communist Party was founded in the city, well-financed by foreign powers and providing substantial support to the Cuban revolution.

Three years later, an undercover operation of controversial origin led to a revolt with great support by the local population and Azcali, who declared formal independence of the country from the rest of the nation.

Several attempts to recapture and re-annex the country took place over the next decade, and in that time the region experienced one of its darkest periods: wars, embargoes, blockades and riots followed each other, breaking down the population and deeply depressing the economy of the country.

In 1971, the U.S. and some European nations decided to support San José's cause and imposed the pacification of the area, shutting down many protest actions by both separatists and nationalists with force. The blockade was lifted, the mines and *haciendas* reopened and quickly resumed their business. In those years, the Popular Party took power and led the country into acquiring many U.S. customs and directives. The dollar became the official currency, American military forces were stationed in the port and U.S. English became the second most spoken language in the country. Malcastillo International Airport was opened and the Carrera Grande refurbished, the first casinos were founded on La Marina and Ocean Boulevard opened, a luxury road crossing the coast for foreigners and locals, on which they served rum at all hours of the night.

With U.S. support, the unilateral act of separation and independence became effective, although this was never ratified by the UN and is still controversial.

At the same time, the central government's frustration at not being able to get back into San Jose and the Costa Verde caused a furious *damnatio memoriae*, which destroyed many documents and records related to the small breakaway region. A huge amount of land and property records, history books and monuments dedicated to San José and its inhabitants were destroyed in this period and this is another reason why so little is known of this country outside its borders.

Meanwhile, the USSR and other socialist republics of Central America financed and armed rebel groups in the country, who managed to seize power during the Hurricane: during a night of terrible storms, September 19, 1972, the rebels occupied the

town, attacked the palaces of power, drove out the Junta and canceled the alliance with the USA. When the Hurricane had passed, San Jose awoke communist.

FROM THE HURRICANE TO THE RENAISSANCE

The years following the Hurricane were ones of great social and cultural development. Public schools and hospitals were opened to all, the segregation rules were abolished and the revenue from mines and *haciendas* redistributed to the workers, while property was assigned to workers' cooperatives. The major diseases caused by poor sanitation, poverty and malnutrition were fought and eradicated. The Charter of the Rights of Citizens was rewritten. From the U.S. and Europe, many young bohemians and artists came to find refuge in this place, dreaming of an idealized tropical communist paradise. Communities of surfers and freaks settled in the Villa Rosada and at the Bahía del Sol, adding to those already in the country since the '50s, from the first American presence in the city.

However, the commercial oligarchies that had reigned in the city for decades came back soon to conspire against the commies, first bribing many officials and causing the decline of social institutions, then re-funding a part of the army that had been expelled. In 1985, the *Armada* led by Colonel Salazar overthrew the Communist Party of San José in a coup, destroyed the historic headquarters of the party with missiles, and started a military dictatorship supported by the OTAN. Since then, the most active members of the Party have taken refuge among the intellectuals of the Villa Rosada, in Esperanza and between the villages of the Sierra, living in hiding.

The tensions accumulated from the '50s to the dictatorship were completely released in 1997, when free elections were held and the New Popular Party of the young Francisco Gutierrez triumphed over the militarist Salazar and the socialist Angel Arona, at that time the representative of the left wing in the country. The changes implemented by Gutierrez were named the *Renaissance*.

Gutierrez took a tiny and unknown country, out of the international context and on the verge of poverty and political collapse, and in a few years made it "the Emerald of the Caribbean". All commercial enterprises flourished and expanded, and the special status of San Jose was ratified by the major powers, putting an end to all territorial disputes. The special concessions that Gutierrez got for his country made it attractive to banks, multinational corporations and companies from all over the world, and the district of La Dorada filled in a few years with skyscrapers and glass buildings from which an endless stream of money began to flow. Social peace, obtained by ensuring concessions and rights to Salazar's soldiers and pardons to the rebels in Sierra, doubled the tourist flow every year, resulting in a continuous development of accommodation and leisure facilities.

Over the past two decades, social programs have been resumed and carried out with care, minimizing the historic poverty, ignorance and exploitation of the lower social classes. The new job opportunities, legal and illegal, let the Sagrados and Barrios expand to the current boundaries of the city and led to a luxurious renovation of La Marina, Ocean Boulevard, La Laguna, Costa Negra and Costa Calibana. Gutierrez won the subsequent elections with more than 80% of the votes and the trend of his popularity remained constant until the last election four years ago, when Lider Maximo obtained more than 90% of the votes.

GANGSTA'S PARADISE

THE OLD GANGS

Crime, occasional and organized, has been present in San Jose since its foundation and before, from the time of Zamora, La Escondida and the "Gomorrhah of the New World".

After 1722, when the Old City of Zamora was destroyed and piracy was officially defeated, the

last pirates and smugglers continued to have a constant presence in the country, crossing secret paths between the north and south of the Sierra and smuggling all sorts of goods, digging passages and underground bases below the Villa and the coasts, living in slums around the infamous pestilential and malarious Laguna of San Cristobal, where the Guard was afraid to enter and people looked "strange."

The foundation of the village of Esperanza, at the mouth of the Rio Grande, was a further affront to the law of the country. Runaway slaves, criminals, witches, heretics and traffickers lived under the sun among the villagers and no one dared to disturb them.

During the twentieth century, due to the general poverty and disparities between rich and poor, crime became a great problem. The wealthy oligarchs of the Haciendas and La Dorada did whatever they pleased, while poor people lived in vice and degradation. The crimes amongst the poor were ignored or left to "popular justice", while those against the rich were bloodily suppressed.

La Laguna and the Sagrados became real villages of the damned, with no rules except those of local gangs, which arose and quickly expanded, dispensing their own forms of protection and justice. The most famous gangs of those years were the Salamandros, who controlled the Laguna; the Caballeros, the Calaveras and the Duendes, contending with each other for the coast and the pueblos; and the Corbateros, who represented the other side of the law in the Villa and in La Dorada. Meanwhile, in Esperanza between 1870 and 1920, no one dared to disobey the Mama Negra and the band formed by her children, grandchildren and relatives. This endemic criminal presence caused many bloody episodes, such as the Night of the Fires, when the army attacked and burned down entire blocks of La Laguna, which were said to provide accommodation to unspecified "offenders", the assault and killing of the entire gang of Duendes by Caballeros, Calaveras and Corbateros, and the Great Silver Robbery, when the entire deposit of silver ingots kept in Fuerte Ventura was stolen without anyone noticing and which still remains unsolved.

TRAFFICKERS

Things radically changed in the '70s, when the organized trafficking of cocaine to the United States began. Taking advantage of the confused political situation in the country, the legendary leader of the Corbateros Alvaro Torres was able to secure a key role in the drugs traffic and created in a short time an empire worth millions of dollars. But in a country so poor, this kind of business attracted many others. Torres was slain by his right-hand man, who in turn was riddled with bullets by Alvaro's daughter, then aged just fourteen. The feud soon led to the fall of the Corbateros and the trafficking in the country was continued by the Salamandros from la Laguna, even more numerous and heinous than the Corbateros.

After the Hurricane, the trafficking of cocaine was interrupted for a few years, replaced by that of hemp, this time in the hands of the Mama Negra, while the other gangs were reduced to a shadow of what they had been in the past. In the '80s, after the coup led by Colonel Salazar, many gangs came back into business at the expense of the Mama Negra and cocaine again started to flow into the country, along with dollars and weapons.

In this period, however, the local gangs were not able to compete with the Mexican and Colombian cartels and the role of the local criminals was only one of local marketing and transportation, without any practical importance in connection with the pan-American drug trade. San José only served as a port of call, as an airport for refueling along the route that led from South America to Mexico and the United States, and for its Carrera Grande, crossing the country from north to south.

In 1998, the war between local gangs led to the victory of Carlos Mendoza, a San José criminal, who had worked for years for the Medellin and Cali cartels as a handyman, killer and torturer. Mendoza came back to San Jose in his early thirties, after the political victory of the Popular Party of Francisco Gutierrez, and he soon became El Hombre, "the Man," the head of all cocaine traffic crossing the country.

By taking advantage of the economic expansion brought by Gutierrez in the following years, Mendoza has consolidated a criminal empire, surviving international wars between cartels and many murder attempts against him. After taking control of the Corbateros and having crushed the Calaveras and Caballeros, Mendoza now has an army of henchmen and a fleet of aircraft, submarines and boats to distribute his wares throughout Latin America, the Caribbean, Mexico and the United States. He also has enough money to bribe Salazar and half of the army, many politicians, and even the rebels, to secure the support of the villages on the Sierra and send his trucks safely along the Carrera Norte.

MENDOZA AND THE CORBATEROS

The strategic location of San José and the corruption of its political class mean the country processes a great part of all the cocaine from South America. Buyers from all over the world come here to choose the best stocks and buy them directly from the Mendoza Cartel. Today “El Hombre” of San Jose is the most powerful criminal in the

country and with his “Corbateros” manages the entire internal and external traffic of cocaine and weapons.

Mendoza is idolized by many desperates in San José for the jobs and the get-rich-quick opportunities that his organization offers to anyone. His minions are the most common criminals in San Jose, but their only purpose is to defend their own business and they do not attack those who let them do what they want. With ad hoc arrangements made with the Army and Rebels, the only concerns they have come from rival gangs who want to take over some part of their market, from the Indios who do not let them cross their territory, and from McCain’s Militia, which has repeatedly proven intolerant and impervious to the dirty business of Mendoza.

Real heroes (that is, player characters) should never ally with these dealers of death, and “Corbateros” are the worst antagonists, greedy and ruthless killers who thrive on the suffering of others, ready to cut the throats of those who oppose or simply do not obey them. The very name “Corbateros” should not leave any





doubt about their ruthlessness, as they are famous for practicing on their enemies the *Corbata Colombiana*, the “Columbian Necktie”: kill them and pull out their tongues through a cut in the throat, as a “signature” of the murderers.

LA MAMA NEGRA

While Mendoza and his *Corbateros* control the coca and the weapons, the current Mama Negra (the name is now used to designate the gang of the descendants of the original Mama and, in general, the organized crime

of *Esperanza*), has partnered with the *Indios* to manage the illegal sale and smuggling of emeralds from Boca Verde. Thanks to this traffic, which accounts for about 10% of the “lawful” production from the emerald mines, the *Esperanzanos* are also able to deal in poisons and very rare substances from the jungle and distribute cannabis cultivated in the Sierra throughout San Jose. The *Esperanzanos* are not the most violent criminals in the country, but they are skilled melee fighters, especially proficient in Capoeira and in MMA, and their enemies have often been poisoned by mysterious bites or adulterated unopened bottles of rum.

La Mama Negra imposes a strict code of honor on its adherents, of a partly martial, partly social and partly religious nature: you should not target the innocent, you should not cause people to suffer, you should not do harm for no reason. Their methods seldom depend on bloodshed and they prefer martial arts or poisons to indiscriminate violence. For this reason, many consider them a gang of “good criminals” and the heroes may decide to consider them as allies or friends. Although this is possible, the Mama Negra is a very closed organization to anyone other than recognized local families, well-known Regla believers and good practitioner of the Capoeira Zamorana. It’s very difficult to make a deal with the *Esperanzanos* without meeting these requirements.

MR SABADO AND THE SALAMANDROS

The Salamandros partly escaped the destruction of the old bands, following the rise of Mendoza’s new *Corbateros*, and they are now under the control of a huge and brutal African American named Mr. Sabado, loyal to Calibana and a ruthless enemy of Mendoza and the *Esperanzanos*. Sabado is disgusting and cruel and he would like to take over the weapon trafficking from Mendoza and the racket of emeralds and hemp from the Mama Negra more than anything. Currently, he is based in the city, where he handles prostitution, stolen goods, trafficking of heroin and morphine, some extortion and blackmail and the Lottery,

as well as offering protection or killings to those who pay enough. He is certainly the most feared gangster in the Sagrados and the actual "boss" of La Laguna. His only weakness seems to be his sister, Miss Sabana, the current "Queen" of the Calibana, but she is a powerful ally to him, not a problem.

The gang of Sabado is composed of the dregs of society, cruel kidnappers and degraded assassins recruited from the scum of La Laguna and the Sagrados. They are more brutal and sadistic than the Carbateros and really like to use machine guns and machetes whenever they can. They are usually recruited from African-Americans of great size, capable of physically intimidating opponents, and they do not mind inflicting beatings and violence. As with the Corbateros, the heroes will not have many opportunities to trade favors or alliances with these brutal executioners, who represent a plague that someone should stop.

EL MORISCO AND THE DUTCHMAN

Ali Sultan, a devout Turkish Alevi called "El Morisco", is the owner of art, handicrafts, carpet and oriental furnishings shops all over San José. Many know he is also the head of a racket in stolen art and precious objects, Azcali antiquities and treasures. He runs his business with courtesy and discretion and even lets other independent antique dealers and treasure hunters go about their own business. Yet, competitors or customers who tried to defraud or rob him have been found dead in the morning with a silver dagger stuck into their chests. No one knows who the "agents" of his network are, or how many there are of them, but it is certain that he draws his workforce from the Barrio Turco.

Gambling, VIP protection, high-class prostitution and the "safety" of many casinos and gambling dens are in the hands of Yanez Van Stiller "The Dutchman", a European guy of uncertain nationality and identity, who arrived in San José ten years ago. He runs his criminal empire as if it were an effective local business. He is careful not to step on anyone's toes, befriends the Junta and the Militia, offers the crumbs of his racket to Sabado and is on good terms with the Morisco, Mendoza

and the Mama Negra. He is also the one to call on when "special" services are needed and someone wants to contact Le Fantome. Among its legal and paralegal undertakings are the management of the Commodore Cherry and the Myrmidones security agency.

El Morisco and the Dutchman are wealthy businessmen and, in their own field, powerful legal and illegal authorities of San José, but they are not mad criminals. Heroes will probably cross their activities in many ways, and witness the wide gray area between good and evil in which the two bosses thrive. Of course, neither of them is someone to offend or ask favors from lightly.

EL LAGARTO AND LA CORTE CLANDESTINA

The most conventional and low-level boss of San José is Oscar Vasquez, "El Lagarto" ("The Lizard"), who in twenty years has been skillful and moderate enough to create a low-profile racketeering without stepping on the feet of the other great powers of the city. El Lagarto is first and foremost a receiver and a seller of information, a snitch and a blackmailer, a bookie with hooks in gyms all over the city and a guy well-connected in the world of betting on and breeding bulls, horses, dogs, roosters and caymans. His henchmen are some of the least efficient, worst armed and most unprepared criminals of the city, but if you have a little money and you need favours or contacts, Lagarto is the right guy to ask. He is often found at his favorite bar, El Agujero, one of the many in the Barrios and Sagrados he has purchased over the years. He does everything he can to "lend a hand to newcomers", because he cannot wait to find out who they are, what they want and how he can exploit them. Everyone in town knows that if they see something strange or special, they should tell El Lagarto, who will reward them appropriately.

The Corte Clandestina is not really an organization, but an open group of dispossessed, non-affiliated and minor criminals, small scammers and crooks of San José, too smart or too stupid to be part of an official gang, but nevertheless full of tricks, secrets to hide and



"hits" ready to run. This "court of miracles" meets after midnight in different places, decided informally or through word of mouth, and the people in the group (including infiltrators, spies and greater gang members) spend their nights drinking, smoking, making contacts, chatting and planning the heist of the century.

When they gather on the streets, it's for breathtaking rides in or on cars, motorcycles and exotic vehicles, generally

along the circuit of Terramar. When the appointment is in some bar, then it is time for gambling, billiards or more dangerous pastimes. The undisputed "Emperor" of the Court is Vincent "Napoleon" Dawson, a wanted American citizen, who escaped to San José three years ago, and is said to have fled New York with a cache of diamonds still far from being exhausted. Dawson knows everything and everyone in the city and he is a friend of El Lagarto and the Dutchman, with whom he exchanges many favors. He does not tolerate cheating or killing in his kingdom and personally takes care of those who do.

CRIMINAL AMBASSADORS

The Barrios are a mosaic of small and aggressive criminal elements. According to the ideas of Professor Svein Nordhagen, in the '40s this district was divided ethnically, in experimental neighborhoods. Today, the area southwest of the city is made of large quadrilaterals, composed of apartment blocks with courtyards in the center, where people have converged from different parts of the world. Along with the honest and discreet came big and small criminals, who have clearly decided to hide among and mingle with people of the same nationality, while the racket lords live in luxury resorts along the Boulevard or in beautiful villas on the islands or on the Costa Calibana.

These criminals are the local representatives of major international organizations and are not in town to cause trouble or conquer the territory, which is firmly in Mendoza's hands, but to make deals with him for cocaine and weapons to traffick to their own countries. They are therefore real Embassies of Organised Crime who found in San José a neutral haven to do business, under the pacifying aegis of El Hombre and the Dutchman. It is possible, for example, that during a grand ball in the halls of the Admiral the boss of the Triad and Organizacija leaders meet to decide trades of plutonium bars while the elders of Cosa Nostra and ferocious Balkan gang leaders have a chat along the pools at the Reina Dorada, to agree mutual spheres of influence in the Mediterranean.

Although these “Criminal Ambassadors” change often and may be removed or superseded, the most famous and powerful have been living in San Jose for several years and are well known, as are their henchmen.

Ekaterina Kossakowska, “The Tzarevna”, absolute ruler of a small and fierce affiliate of the Russian mafia residing in the city. A native of Siberia, this icy, pale beauty is said to descend from the Russian princes from before the Revolution. She has the same ineffable bewitching expression of a sphinx, commands her minions like a queen and feeds her enemies to her white tigers. She only comes out at night, because the sun of the Caribbean is too strong for her.

Said Hosseini, “The Beast”, a giant Azeri mafia godfather, a graduate in law and international marketing expert, chess player and bodybuilder, former warlord and advisor to the Russian special forces; today he is mainly engaged in hostage-taking in Asia and the Middle East, kidnapping, and the smuggling of oil, synthetic drugs and weapons. He is the representative in San Jose for many Asian criminal organizations.

Don Candeloro Mazzalupo, “Our Father”, a short and stocky peasant who only speaks Calabrian and manages his affairs with disgust and annoyance. He eats only food shipped from Italy and cooked by his sisters, three crones always dressed in black who never leave the house.

Viktor Gorka, “Jena”, a ruthless fascist fleeing from the Balkans, where he is wanted for crimes against humanity, and disfigured by a scar on his face that looks like a fierce laugh. Not even Sabado could compete with his brutality, but Gorka does not intend to create havoc in the city or start a war he cannot win. Not yet.

Vitalji Ivankov, “The Vurdalak”, affiliated with high levels of the most impressive Moscow Organizacija faction, of which he controls a small semi-independent branch in San Jose. Only a very few have ever seen him because he lives in a bunker somewhere on the Costa Calibana. It is said that there is a

bounty of one billion dollars on his head, but no one knows who would pay it.

Kenichi Takeda, “Boss Takeda”, an old sour Japanese man, number two of the most important Japanese yakuza clan. He lives in the Barrio Japones surrounded by obsequious and efficient killers. He will not agree to talk to anyone who is not Japanese, and all his business is conducted by his last living descendant, the insane Katsumi.

Gaspard Charaude, “El Brujo”, the leader of a group of hardened European criminals, especially those from Marseilles, Corsica, Andorra and the Basque Country, recruited in the Barrio Franco or directly in Europe. Of all the “foreigners” in San José, he is the most willing to seize power in the city and take over rackets from Mr Sabado and the Dutchman, but he still hasn’t made a move. He is said to possess “hidden powers”, but his men have much more mundane methods: assault rifles, explosives, armored vehicles used as battering rams, and assault helicopters. He is the point of contact for traffic to and from Western Europe.

Madame Lily, a Chinese dragon lady independent of the Triads, who imposes her will upon a large part of the Chinese residents in the Barrio Chino. She leads a worldwide, almost legal, cartel of traffickers and smugglers and manages all of her business from San José. She disassembled and transported an entire pagoda from China and rebuilt it on the top floor of her skyscraper, the Celestial Dragon, and there she carries out her most important business.

MINOR GANGS

In the shadows of the most powerful criminal organizations of the city, there is still room for other groups. Many of these might step on the toes of the heroes for one reason or another, or be contacted for “special favors.”

Due to the extreme sensitivity of banking and corporate data, managed by public and private structures in San José, everything in the city, from the power supply to the traffic lights, from the cameras to the most confidential information of public

companies, is protected from cybercrime by forces without equals deployed by the powerful Moriarty Manufacturing, which provides the media and communication infrastructure of the country. However, some antagonistic hackers seem to have caused some minor damage in the past, here and there, and may actually break into some systems on request, obtaining minor information or causing certain effects for the benefit of those who require it. It is not easy to find them and their prices are quite high, but the group known as **the Block** is the only one (apart from **Le Fantome**) that knows how to commit cyber crimes in the country. Aside from that, the Block undertakes only media activism actions and protest demonstrations and many people suspect that they hide among anarchists and young protesters in Villa Rosada district.

A gang of divers known as **the Torpedos** usually assault luxurious boats and resorts on the coast in scuba suits, threatening the rich with spearguns and knives. After depriving them of any portable valuables they disappear into the water. Nobody knows the exact number of Torpedos, who probably hide among the scuba divers of La Marina, Bahia del Sol and the Islands.

The **Smoking Aces** are a small gang of bikers from Florida, who escaped arrest by embarking on a merchant ship and fleeing to San José. There are about fifty of them, typically stationed along the Costa Negra or at the Rattlesnake in Punta Brava. They sometimes like to drive around the city in close formation, disrupting or stopping the traffic on the Boulevard and La Marina, and revel in Bahia del Sol. They are tolerated in the city because their boss, Dallas Westwood, buys heavy loads of cocaine from Mendoza and imports them to the United States, through his old contacts and couriers. The Aces only ride bikes produced before 1970, they dress in brown leather, and on their backs and bikes they carry old-fashioned revolvers and double-barreled shotguns.

Teokritos and his Stranglers are a gang of international extortionists, smugglers and traffickers of women and men for illegal immigration or more shameful

purposes. Most of his men come from the Mediterranean and North Africa and their leader is a Greek of the islands, a base and fierce man wanted all over Europe for his trade, which he still manages to run from San José. He is used to personally strangling his enemies, or less efficient co-workers, and this habit has spread to his lieutenants.

Abdullah Nagat, "the Monster", is nothing more or less than the worst of humanity, a fat and horrible Malaysian who over the years has run an international prostitution racket, human trafficking and a black market in organs, reaching from Southeastern Asia to many civilized nations of the West. Likely, he is the most disgusting criminal in San José, where he has "professional" relationships only with Mr. Sabado, Teokritos and Gorka. For his abominable behavior with the locals he has been chased away from every resort in the city, and he ended up buying an island and living there – treating it as his personal, decadent fief. From there he still manages his racket, surrounded only by trusted men and abusing the services that Mr. Sabado provides him.

Le Fantome is a legend among the criminals of San José. It could be perhaps a secret organization, perhaps a sect or cabal, perhaps only one man. In any case, it is able to provide exceptional services to those who are willing to pay enough: the creation and destruction of ID information, identity changes, modification of facial features, cutting-edge surgical engineering. Contacting and receiving the services of **Le Fantome** is not for everyone and no one has ever revealed anything of this organization. It is said that once you contact **Le Fantome**, you can't go back, and that if it accepts the assignment you become part of **Le Fantome** itself and can no longer get out. No one who has contacted it has ever been found again, dead or alive, and the only way to contact it is by the "Dutchman", so many people suspect they are actually the same person.

The White Wolves are a band of extreme right-wing agitators, young Aryan families with Northern Europe origins and mostly from the Barrio Noruego. The Norwegians arrived in San Jose in the '40s and since

then they have been one of the first enclaves of the Ciudad Nueva projects, the current Barrios. For decades, they remained one of the the most closed communities of the city and it is said that many of them belong to a pre-Christian religious cult. The majority of families in this group belong to the financial and economic elite of San José and work for Fenrir Financial, but more and more young people come together among the White Wolves to simply spread chaos at night and to attack the young anarchists and students in the Villa Rosada or the hippies and surfers of Bahía del Sol.

After being defeated during the gang wars of the past decades, the **Calaveras** are now reduced to less than two dozen members, all from the Sagrados. The "senior" members of the gang all dress alike, tan with lamps of the same hue, attend the same body-building gym, La Catrina, and have their entire face tattooed in the shape of a skull. Cut off from racketeering and trafficking, they are on sale as cheap murderers to the lowest bidder. They are crazy, sadistic and brutal, and mutually supportive.

Some unconfirmed reports claim that a group of picturesque and dangerous criminals known as **The Tribe** operates in different parts of the city. Its members have been spotted jumping over the roofs of Villa Rosada or in the middle of parks and open areas. They are often shirtless or in typical Azcali clothes or body paint and they seem to be the cause of some weird poisonings and beheadings in town. Apparently they use flint axes, blowguns, and garrotes, but their goal (if any) is unknown.

The **Gypsies** are a marginal ethnic presence in San José, Esperanza and El Recodo, a group of Romani consisting of thirty extended families, who fled to Argentina in the 19th century and then moved for unknown reasons to Costa Verde. Most of them are based in El Recodo, led by the beautiful and fascinating Nahema Kalderash, an untamed charlatan and self-proclaimed "Queen of the Gypsies." The Gypsies are often accused of petty fraud, gambling and theft, but none of these accusations has ever been proven. They generally swim in the criminal underworld of

the Barrios and La Laguna, or can be meet at the Corte Clandestina.

A bunch of homeless kids hide in an old, abandoned, and partly burned-out amusement park in La Laguna, once the site of a permanent carnival. They are abandoned and fugitive children who have formed a gang called **the Orphans**. To survive in that place of degradation and find space along the thugs of Sabado, the Orphans have become hyper-violent and extremely protective of each other. They assault their victims together, throw them to the ground from behind and then disable them with kicks and punches, just to steal their purses and wallets. They make their raids on the edge of the Sagrados or in the industrial area and then scatter in all directions.

The **Green Brigades** are a group of unidentified protesters, insurgents and terrorists. According to the Guardia Civil, the Tercio and government propaganda, they are violent terrorists who support the cause of the Revolution and of the Frente from within the city of San José, placing bombs, injuring, killing or kidnapping wealthy local landowners, judges and politicians. According to the leftists of the country and to the Frente itself, however, they are protesters and political activists, who have chosen an active militancy against the injustices of the country, imposing Proletarian Justice. In any case, their deeds are real and often produce victims.

GANGS OF THE BARRIOS

The Barrios are a residential district for middle and lower classes of the city, that the old, crazy city planning (based on principles of apartheid) divided into dozens of independent residential blocks according to ethnicity. This puzzling approach to urban planning has created real ghetto-like neighborhoods and fueled the emergence of small local gangs, with little impact in the rest of the city but really significant within the boundaries of the district.

The gangs residing in the different blocks are countless. They are all characterised by weak organization, poor weapons and tactics, and

petty, immediate and low-level objectives, except for those affiliated with the major groups that operate outside the Barrios. Most of these gangs are just trying to prove themselves "the strongest in the Barrio" and continually challenge all the others to climb the virtual ranks of the most dangerous gangs in the whole Barrios. The members of these organizations rarely move beyond the boundaries of their district but sometimes they act in the Sagrados and La Laguna, challenging the authority of Mr. Sabado or of El Lagarto. At other times they are involved in clashes with the White Wolves, the Corte Clandestina, the Mama Negra, the Smoking Aces, the Calaveras and the Orphans, often coming off worst.

The small income of these groups comes from the extortion of the residents of their own Barrio, the trafficking of weapons and drugs on behalf of larger gangs, prostitution rackets, theft and selling stolen goods. The jails of Los Hierros and La Hermosa are full of these low-level gangsters, who even in prison keep the same structures, rules and partisanships that they have in the Barrios.

EL BANCO OF SAN JOSÉ

In San José there are no banks. In San José there is only El Banco.

El Banco of San José is perhaps the national institution that is best-known in the rest of the world. The slogan shown in all branches is "Founded in 1540" and that means at the time of the Third Malcastillo Expedition, but many economic historians deny that this is possible. In any case, all the Bank's documents were allegedly "burned" during an unfortunate fire in 1946 and nothing is known for sure before that date. Some say there is an article of foundation engraved on a plate of pure gold preserved in the heart of the Vault.

El Banco is the only banking, insurance and financial institution with its origins in San José. It is partly public and partly in the hands of a small and confidential circle of Shareholders. It controls the currency of the country, "the Dollar of San José", and

constitutes the State Treasury. In recent years, the changes promoted by President Gutierrez made El Banco the very heart of all economic activity and the administration of the country and it is San José's spine. In addition to this, El Banco provides its customers around the world with unique services.

The head office is located right in the heart of La Dorada and it is a palace built of stone and marble, dating from the early seventeenth century and linked directly to one of the city's tallest skyscrapers, the Crystal Titan. While the high-rise building is occupied by offices and the palace is home to the highest official representation, all the caveaux (vaults), the printing and the deposits are located underground, below the two buildings, in a network of rooms and underground bunkers which is said to be immense and is called simply "the Vault".

Many have tried to rob El Banco in the past, breaching its computer defenses, assaulting its armored cars or branches. Nobody seems to have been successful and the "cleansing" that followed was always effective and complete. Despite this, which might just be "propaganda" from El Banco, many international robbers are seen in the city each year, come to study El Banco and its Vault. It is said that on their arrival in the country, in their room they always find a basket of white flowers and an illustrated brochure of the bank waiting for them.

El Banco is run by a Board of Directors of the highest level from all over the world, but the current CEO is a personable and helpful man, José Alonso de Medina-Sidonia, "El Director".

Many, however, are the legends that have arisen in the years around El Banco, its mysterious Vault and its Founders, whose descendants are still alive and whose families have handed down the property of the Bank for centuries. There are five families involved: De Dioses, Welser, Centurione, Coeur and Abravanel, who have lived in the country for centuries.

The terms of accounts with El Banco are extremely affordable and those who do not

repay their debts are very few. In most cases, the Director Medina-Sidonia just needs a few calls to get back money lent anywhere in the world. When problems become larger and debtors try to disappear, the collection is assigned to the Centurion Company, which apparently has never failed in the recovery of a claim.

SERVICES OFFERED BY EL BANCO:

Maybe you are thinking that you are interested in this bank only to organize a robbery. How cute. Apart from that thing of ending up in the bay with a stone around your neck, let me say that El Banco can do much more for you during your stay in San José! First of all, if you want to rent or buy anything in the city, manage your income and expenses and have access to the most important casinos, resorts and restaurants, you will need to open an account. Here's our promotional offer:

White Account: This is the typical account of all residents and visitors of San José who have an average-or-just-below lifestyle. Don't worry, it doesn't cost anything. Free deposit and withdrawal of money in San José. Free account opening, closing and annual handling. Credit up to \$5,000 with interest at 5% per month (zero if the debt can be repaid within 30 days). Account Limit: \$100,000. No service outside San José.

Silver Account: Only for those with more than one finger in the pie, who can be considered "rich". Free deposit and withdrawal of money in San José. Free account opening, closing and annual handling. Credit up to \$100,000 with interest at 5% per month (zero if the debt can be repaid within 30 days). Account Limit: \$1,000,000. Commission of 2% per transaction outside of San José.

Gold Account: If you are interested in this, it means you're now someone in town and can consider yourself "filthy rich". Unlimited free deposit and withdrawal of money in San Jose. Free account opening, closing and annual handling. Credit negotiable if higher than \$100,000 at 5% interest minimum per month (zero if the debt can be repaid within 30 days).

No Account Limit and unlimited transactions with other banks in the world, with commissions of 2% per transaction outside of San José. Physical storage of valuables in the Vault up to one cubic meter.

Platinum Account: Shareholders only and, sorry to say, you're not one of them.

Black Account: Reserved to Founders. The privileges that guarantees are unknown. Disturbing, isn't it?

EL PRESIDENTE AND LA JUNTA

The political life of San José can be divided into only two phases: before and after President Gutierrez.

Before Gutierrez, the country was a hole, lost in the Caribbean, an old Spanish outpost become a Banana republic, impoverished, a territory disputed for years and subject to rebellions and coups. When Gutierrez came to power in 1997, he was only 26 years old, the minimum age to be able to hold the office of President. Backed by commercial oligarchies, the oldest families in San Jose and the owners of the *Haciendas*, Gutierrez has rebuilt around himself the old and decadent Popular Party.

At the head of the lobby of all the billionaires, businessmen, bankers and landlords in the country, well-connected with large U.S., South American and European multinationals, Gutierrez runs the country as his personal paradise, blessed by the powerful around the world. He and his friends, businessmen and members of the Junta, control TV stations and newspapers, share foreign contracts, manage luxury resorts and mega-hotels, own plantations and large estates.

Today the Party and the Junta are definitely his direct extensions and no one can seriously deny that "El Presidente" is the political owner of the country. Minimizing the historical corruption (which, however, still exists), making deals with all the powers

of the country, both legal and illegal, and bringing prosperity to to all segments of the population, Gutierrez has effortlessly won four consecutive elections and now prepares to reap the benefits of the upcoming one.

As the leader of the Party and President of the Republic, he is considered Lider Maximo and Father of the Nation. There are few clashes in his Junta, whose members are happy to be enriched beyond measure by following the guidance of their leader. His famous "green agenda" schedules continuous meetings with ambassadors, corporate, international officials and foreign heads of state every day. Weaving international agreements and using "El Banco" as his main weapon, he receives guarantees and support to keep the unique statutes of San José and its bank from international observers and foreign heads of state. He boasts of never having left the boundaries of San José, because he does not want to embarrass the other friendly heads of state with his unrecognized status. Every evening, Gutierrez is invited to receptions and prestige parties, where he is usually seen accompanied by beautiful and seductive women, who are actually his bodyguards, and by his personal advisers, including his secret lovers. Openly homosexual, "El Presidente" has also been able to use his charisma and his progressive ideologies to provide considerable improvement in attitudes to gender rights and social issues.

SOLDADOS, MILICIANOS Y REBELDES

THE ARMY

The only actual Military Corps of San José is the Excelentísima Armada del Ejército de Tierra, Mar y Aire de San José, AKA "The Army", and its supreme leader is Generalissimo Ernesto Salazar, former dictator of the country between 1985 and 1997.

Given the size and resources of this small country, the unified Army, Navy and Air Force is composed of about 7,500 soldiers, most of which are in the ground forces. The Army

has an abundant number of vehicles: jeeps, trucks, transports, armored and amphibious vehicles, tanks, mortars and heavy weapons, a small fleet of patrol ships, three well-armed corvettes that ply the territorial waters, four submarines, forty assault helicopters and a squadron of airplanes of different ages, functions and effectiveness. The Army also maintains several secret bunkers, four bases and a suburban barracks at Fuerte Ventura, the captaincy of the New Port, the military airport, some anti-aircraft and anti-shipping stations scattered among the islands, and a large headquarters building in La Dorada.

Organization:

- + 3 Battalions of mechanized infantry and tanks
- + 12 Battalions of infantry
- + 3 Battalions of light infantry
- + 3 Battalions of sea forces (Navy)
- + 1 Battalion of engineering and anti-aircraft
- + 1 Battalion of aeronautical forces (Aviation)
- + 1 Battalion of assault forces (Black Berets)
- + 1 Battalion of Scouts

Each battalion is composed of 300 men and commanded by a Colonel, for a total of 7,500 men. The Army is heavily-armed and equipped with a disproportionate number of vehicles, with most of the equipment originating from the Soviet Union, passed through Cuba and already in place at the time of the Salazar coup. However, the equipment is now more than thirty years old, since it hasn't been changed since the coup.

Battalions are divided into Companies, each composed of 60 soldiers and commanded by a Captain.

Companies are divided into Platoons of 15 soldiers, commanded by a Lieutenant, and each Platoon is divided into 3 Fireteams of 4 soldiers and 1 corporal each.

The land and sea forces are each headed by a "General", while the Special Battalions (Engineers, Aeronautics, Assault and Scout) are commanded by Colonels.

In the absence of any conceivable military expansion, the international role of the country not being recognized, and not being able to resist any real war waged by countries above a certain level, the Army just deals with fighting the rebels, trying to stop drug trafficking and preventing civilian and military espionage in the country. All tasks in which it fails completely, due to either inability or secret agreements.

Actually, a good part of the Army is an unwieldy structure, held together by the respect and fear that still surround the Generalísimo Salazar, who even after the Gutierrez Renaissance insists on being left in charge of his personal toy and is one of the most powerful figures in the country. Under this fierce man, relentless and hard as the iron scourge he always carries at his side, there is a shabby circus of incompetent, corrupt puppets, armed with outdated weapons and vehicles, with no real modern tools or digital systems to do their job.

In addition, many people know that the war against the rebels has been progressing too slowly, for too many years, because if it ended, the Army would no longer have a reason to exist, and that Salazar himself has secret agreements with Mendoza to keep out of his business (apart from some sops given occasionally). As for preventing the presence of spies and international terrorists in the country, this task has the worst results of all and the Army, with its helicopters from the '80s, its jeeps armed with machine guns and its pompous and endless parades, is the laughing stock of secret services all over the world, who enter and leave the country without any problems.

Even the elite corps of the Black Berets, the best trained and most effective of all the Army, while physically well-prepared and proficient in fighting, sabotage and raids (and interrogating prisoners), still has no computer, technological or strategic training.

While not operating in the waters between the islands, pretending to look for smugglers' boats, the soldiers of the Army escort the trucks of the Haciendas on the Carrera Grande, prevent attacks from the rebels, and patrol the areas close to the Sierra, to limit insurgent activities, though without entering into their "zone". In these cases, bursts of



gunfire, bazooka shots and chases between jeeps and helicopters are frequent and serve to demonstrate that Rebels and Army are still playing the game of war.

The Army also handles the super-prison of La Hermosa, built inside a military area encompassing the entire island of the same name and the only maximum security

prison in the country. La Hermosa is a pit of harassment and injustice in which the convicts serving life sentences and the most heinous criminals in the city are locked up.

Today, army members are veterans or bitter youths, with a distorted view of patriotism, militarism and the force to which they belong. Officers and soldiers are chosen for thinking like General Salazar and for their fidelity to his vision of a militarized and fascist state. They are often frowned upon by the rest of the population, and accustomed to using their uniforms to intimidate, extort bribes or blackmail people. It will not be easy to find opportunities for good interactions between the heroes and members of the Army, which will more often be an obstacle or an enemy than a help. Occasionally, however, a corrupt lieutenant on duty might provide some used weapon or a crate of ammo, information, or a safe passage on a truck up and down the country.

THE GUARDIA CIVIL

The Guardia Civil is a municipal police force with jurisdiction only in San José (the other villages are entrusted to the Army) and which performs basic tasks: urban patrols, minor arrests, civil investigations, prevention of petty crime, and so on. The Guardia Civil has been controlled for a few years by Minister Saint Claire, who has heavily renovated its old structures and organisation, finally making this institution an efficient and prepared police force, able to guarantee a degree of calm in the city. Thanks to the Guardia Civil and the small criminal intelligence service that is its core, tourists from all over the world can safely visit the public places and streets of San José, without danger of being subjected to common crimes.

On the other hand, the Guardia is absolutely incapable of handling the most pressing problems, such as armed groups, internal crime, maladministration, high-level corruption or the most dangerous gangs, and it deals only with petty criminals. The city prison of Los Hierros, the Ministry of Internal Affairs and the barracks are their main centers of deployment.

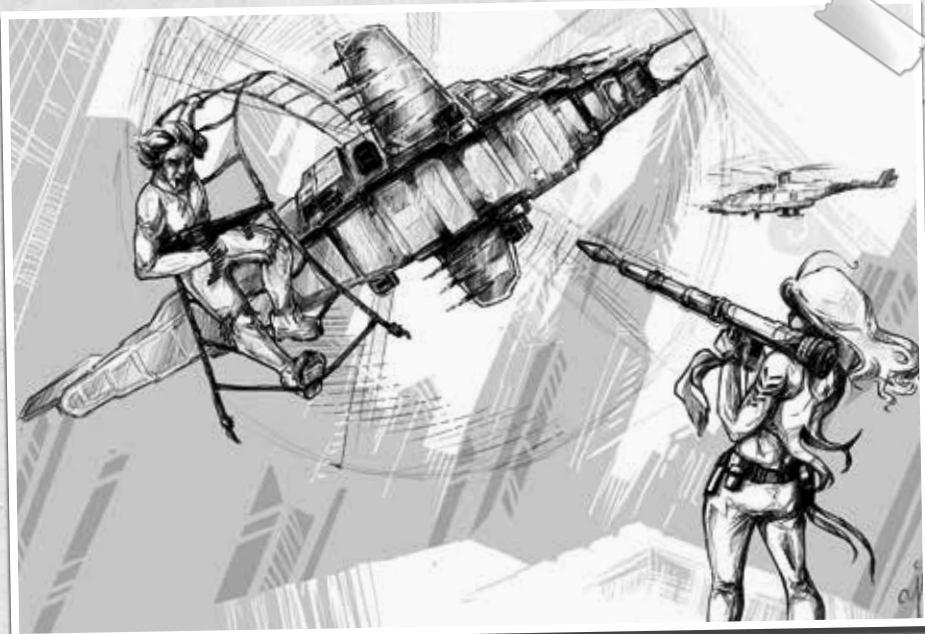
Minister Saint Claire has also equipped the Guardia Civil with cutting-edge urban vehicles to move through the streets, the coasts and the skyscrapers of the city: small patrol helicopters, surveillance drones, fast cars and motorcycles, roller blades for pedestrian areas and fast speedboats to watch the coast.

Another achievement of Saint Claire is the founding of a Classified Affairs Office in the basement of the Ministry, which deals with intelligence, secret police, espionage, counter-espionage, blackmail and confidential dossiers on everyone and everything. Since it is in the third basement level of the building of the ministry, this is also known as the "Tercio". The Head of the Office, however, the mephistophelian Rehnard de Saint-Just, "El Tiritero", manages the Tercio as his personal fiefdom and doesn't answer to Saint Claire.

REBELS

After the Salazar Coup in 1985, most of the rebels and supporters of the Communist Party of San José had to leave the capital and flee to the peasant villages and mountains of the Sierra de Plata to regroup, waiting for a big comeback that is yet to happen. With their bases hidden in the old Spanish silver mines and the open support of the population of the villages, today the Frente de Liberación Nacional occupies the entire territory of the Sierra and its valleys. With a workers association, the Rebels manage the new "People's Mining Company" extracting silver from the mountains with the most modern techniques. Furthermore, they impose decent working conditions for the farmers on the owners of the Haciendas closer to the Sierra, are responsible for providing education and medicine to all campesinos and manage the traffic of the Carrera Grande, including control of the border crossing, up to the point where the road continues beyond the borders of the country to the north.

For the last ten years, the famous Miguel has been the head of the Frente, always portrayed in his green ski mask, cap and camo suit. Many legends surround his acts



of heroism and courage, to the point that the rebel leader is worshiped as a saint by many of the more superstitious peasants, and in the communities of La Laguna and Sagrados, Miguel is a kind of avatar for the god Oxaguian. Many of his followers say he has escaped death so many times that he has become immortal or that, when he does finally die, Malibuya will awaken to honor him, destroying the country.

In order to survive in a changing nation, the Frente has signed an agreement with Mendoza's traffickers, who provide a guarantee for a ceasefire with the Army, based on invisible borders that neither the Army nor the rebels must ever cross. Mendoza also provides weapons and equipment to the Rebels, who are thus paradoxically better-armed and prepared for guerrilla warfare than the Army soldiers. To reciprocate, Miguel grants free passage to all Mendoza's ground vehicles to cross the Sierra and head north to export drugs and weapons to neighboring states.

Although Miguel is an upright and idealistic leader, his *comandancia* probably hides more opportunistic souls, and even some

spies; and it is said that there are secret deals with the traffickers and soldiers that are now being made by some lesser chief of the Frente, unknown to Miguel.

CONTRACTORS AND PRIVATE SECURITY

With the Army firmly in the hands of Salazar (and therefore not very reliable) and the need to have a real internal security organization which is effective, efficient and loyal to the Junta, without angering "El General", in the early days of his rise President Gutierrez signed an economic agreement with **the Militia** of Major McCaine. The Militia is a trained corps of private security troops that watches the centers of political power (Junta, Banco, Palaces of government), escorts politicians and takes care of their personal security, facing the city's armed threats most effectively.

The Militia, whose official name is Overwatch Military Protection, consists of about 500 skilled and well-paid mercenaries and currently their only contract is with San José.

It has strategic and operational bases in the Crystal Titan, advanced computer resources, access to the private satellite in orbit above the city and trained personnel for every eventuality, including frontal assault and use of heavy weapons. McCaine's militiamen are professionals from around the world and represent one of the most efficient armed forces of the country, if not of the entire continent.

Their leader, Zebediah "The Major" McCaine, leads his militia with a soldier's approach rather than an administrator's, while his trusty sidekick, the Englishman Rupert "Numbers" Crowley, deals with intelligence, strategy, monitoring and routine.

In addition to the Militia, several other security forces, mercenary corps and private guards are active in the city.

Kerberos Private Watch is the most widespread private security agency in San Jose, with more than a thousand agents. It usually carries out the most basic jobs: surveillance of private property, escort, night watch. They are certainly not the most experienced and skilled in the field but still represent a greater capability than the common members of the Guardia Civil. You can meet them in many districts of the city, but they do not accept commissions in the Barrios or in La Laguna.

The **BSI**, Brigade de la Sûreté Internationale, has about half the workforce of the Kerberos but its agents are better trained, more efficient and more professional. Their manager, Florian Maniez, accepts assignments mainly from the wealthy of the Boulevard and La Marina. They are midway between security guards, private police and a paramilitary organization, and they are renowned for their skill in unarmed combat, with which they address the problems of these rich districts,

without bothering vacationers or creating riots.

Centurion is solely concerned with the interests and activities of El Banco and of the Fontaneda Foundation and its director, the seraphic Martino Centurione, belongs to one of the founding families of El Banco itself. Their headquarters is in the Crystal Titan and they have access to many of the country's security resources. They also deal with domestic and international debt recovery for El Banco.

Blackwolf Worldwide Executive Resources is a corps of mercenaries operating in theaters of war around the world, which has its base in the Wyrn, the skyscraper of Fenrir Financial in La Dorada. These contractors call themselves the Black Wolves and are the operational arm of the Fenrir, often responsible for dirty work in the country and in every part of the globe. In San José, they deal almost exclusively with the security of the Fenrir and the Wyrn, as well as the private security of the Barrio Noruego. They are considered more efficient, violent and dangerous than McCaine's Militia, but the number of paramilitary contractors agencies in the city keeps growing and even the Black Wolves might not be the worst of them.

The **Myrmidones Services Group** is a company of security guards and protection staff which is headed by the Dutchman. Their services are similar to those of Kerberos, except that their members are primarily involved with hotels, facilities and people directly related to the business of the Dutchman or his affiliates. Often, the gorillas of the Myrmidones take off their gray uniforms and dress in a less recognizable way to carry out more "delicate" or not-so-legal tasks. It is well known that Myrmidones is halfway between a se-



curity agency and a group of armed robbers who represent the Dutchman's interests.

LA BELLA VITA

After Gutierrez rose to power, San José had a boom in the 2000s and achieved international fame as a place for lucrative business, a tax haven and a destination for luxury tourism, mainly as a result of Minister Del Rio, who orchestrated all the necessary elements to make sure that in a few years this small country, previously unknown to the rest of the world, would turn into a tropical paradise, with tree-lined avenues of palms and Caribbean greenery, breathtaking resorts, thousands of tourist attractions, perfect beaches and an archipelago of islands which it's easy to move between with all sorts of aircraft and boats.

San José has become a destination for vacationers with hundreds of flights arriving daily from Europe, the USA, China and Japan. The docks at Punta Brava can accommodate up to six cruise ships simultaneously, while the harbor of La Marina is a favorite stop for yachtsmen.

The cost of living and luxury entertainment is certainly very high, and San José is not a place for everyone. Accommodation in the big hotels and resorts starts at about \$150 per person per night for basic rooms and the purchase of property is virtually impossible for those with less than one million dollars to spend. For this reason, San José is also a favorite spot for VIPs from all over the world, nobles, magnates, and various celebrities, who shun places of mass entertainment. Specifically, San José is very popular with members of the ancient European and Russian noble families, Asian business managers on holiday, Arab aristocrats, and actors, singers and showmen from the USA. The major attractions, annual events and festivals are other forms of affluence, still expanding rapidly, along with three other sources of entertainment: fights, international competitions and music festivals.

In the first case, the local passion for organized fighting that dates back to 1800 still has a place today in major world events: especially boxing, wrestling, mixed martial arts, capoeira and kickboxing. Athletes from around the world visit the arenas of San José and often they base their gyms here, for small and large shows. At the same time, many josefini athletes practice capoeira (especially the local variant, Capoeira Zamorana), lucha libre, wrestling and mixed martial arts. Moreover, the fanaticism for US wrestling celebrities has induced many past champions to move here permanently, where they still have an enthusiastic audience. This is the case, for example, for Thunderlips, the blond giant who shone in the '80s, and now organizes and manages the local San José Wrestling Federation.

Aside from those related to combat, many international competitions are based in San Jose at different times of year: regattas, rallies, free flight, intercontinental swimming events, windsurfing, tennis, golf, cricket, volleyball and horse riding, motor racing, motocross, mountain biking. In designated spaces, the most luxurious resorts and casinos also host important events for games of skill and chance: darts, billiards, poker, dice and more.

Even music is one of the most characteristic aspects of San José, which is considered a true concert-city. Dance and live music clubs are everywhere and offer many genres of music at any time of the day or night. Walking through the Boulevard you can come across mariachi groups, jazz orchestras, '70s disco clubs, dance floors, folk and country musicians, performers of improvised music and fast rhythms, street brass bands and religious processions in which all the participants sing or play instruments. The local passion for many genres of music from South America and Caribbean, and the presence of nostalgic immigrants from all around the world, is accompanied by huge concerts organized at the MegaDome almost every week, with world-renowned artists. Many rock stars have therefore chosen to live in San José and you can meet them in the city, when they are not busy elsewhere.

San José also offers its most wealthy customers the spas and beauty clinics of the Fontaneda Foundation, with the extraordinary rejuvenating and anti-aging benefits of the mud and water that flow down the slopes of the Malibuya volcano. In all Fontaneda establishments and clinics, security and privacy are a top priority, and control measures around the "treatments" are numerous and impenetrable, protecting both the privacy of customers and the secrets of the Foundation.

The most popular district for tourists is certainly Ocean Boulevard, with its Playa Grande, the many bars and facilities close to the beach and the "Boa": the almost unbroken chain of resorts and casinos that stretches for about 4 miles along the coast. These extremely luxurious centers welcome millions of visitors every year and they all have stylish architecture, swimming pools and green areas, underground parking, gates overlooking the boulevard, helipads on the roof and often even underground passages that allow direct access to the beaches. The largest and most famous of these hotels are the Reina Dorada, the Admiral, the Romanoff and Les Pyramides. Apart from the hotels, the most popular places are the Grand Casino, the Casino de la Fuente and the Emperor's Casino, the MegaDome, the sports centers and the Toranoana, an arena dedicated to the most spectacular wrestling matches. The district of La Marina welcomes many tourists, especially those with yachts or sailboats, who can dock comfortably at their luxurious piers and have fun in every kind of restaurant and pub. Here the excesses of luxury and the refinement of the structures along the Boulevard are softened somewhat and you can find many premises catering to a mixed clientele.

The two best residential areas of the city are Costa Calibana and Costa Negra, respectively overlooking the Golfo de Levante and the Golfo de Poniente. On the Costa Calibana are the most luxurious villas, each worth hundreds of millions of dollars. They are places of retreat for tycoons and rich people who want to enjoy the tranquility of this beautiful and unspoiled coast, away from prying eyes and protected by swarms of security guards. Less excessive, in the tens of millions of dollars each, are the villas on the

Costa Negra, suffering from their proximity to the popular neighborhood of San Agustín.

The islands close to the mainland offer other luxury resorts, especially for those who prefer to enjoy peace and quiet more than the busy life of the Peninsula. Some of them have become resort-islands such as La Papagaya, Isla de la Presidencia, Vespucia and Antiliana. A far cry from the tranquility of these, the largest island of the Archipelago is San Pedro, better known as the "island of pleasure" for its nudist beaches and sparkling nightlife. Above all the entertainments of this island stands the "Gran Salotto", a cabaret-brothel with breathtaking mulattas and forbidden pleasures.

In any case, the Bella Vita in San José is composed of tens of thousands of wealthy travelers who spend their time between stunning beaches and resorts for billionaires, in a continuous transition from day to night between boat trips, romantic walks, tropical scenarios, licentious bars, endless musical performances, events of global interest, cabarets, casinos and brothels.

A CITY OF SPIES

VIPs, politicians, fat cats, criminals and smugglers from all over the world gathered together in one place, outside of the laws of the UN: a situation so unusual as to arouse the concern of intelligence agencies worldwide. As it is not legally recognized at an international level, San José does not host embassies from other countries but the presence of observers is guaranteed by "Information Offices" or "Support Centers" for the citizens of one nationality or another, which are nothing less than operational bases for the espionage and intelligence cells of the respective countries. Gutierrez and the Tercio know this well, but allow it, because of previous agreements with the countries involved or for other purposes still unclear.

The presence of the CIA's big boys, the British MI6 bureaucrats, the gallant and affable French of the DGSE, the blonde Russian SVR officers and the elusive and cunning Mossad infiltrators is pretty obvious to everyone

in the city, and an operative might easily recognize “colleagues” of any international espionage service in the world on any street corner or at trendy parties.

The daily life of a secret agent in San José is usually spent compiling classified reports on what is happening in the country or investigating the presence or activities of this or that shady character. Many times, these missions become “operational” and the agents are activated to secretly capture and extradite a criminal of the highest level or to delete, destroy, disrupt or defeat gangs, organizations or international machinations.

Apart from this “official” presence, it is known for certain that some services send their agents to San José on holiday, to restore themselves in a place suited to them and at the same time to have them available on the spot if that might be useful. Even a number of retired agents, officers and elderly members of the “old guard” have happily moved to San Jose and now enjoy the sun of the tropics, far from the quarrels of the past.

The most famous spies of San Jose don’t even try to hide their past and future actions and visit the same haunts, such as the Glenanne Club or the Kingdom. The “old guard” sometimes meets in the “Chiosco” of Laura and Silvia to spend their days there chatting about old times.

Obviously, things are not always that rosy and most of the actions and missions that involve agents in San José are just wars between spies, with operatives of enemy countries trying to eliminate each other from the complex chessboard of the city or plotting against each other. Because of the exceptional nature of the country, a large part of the Great Game of the international powers is going on in San José right now and those who die in the field in this godforsaken province disappear as if they had never existed. Being in the midst of these secret wars among the buildings and the streets of San José is a lethal situation, and even the “old guard” in these cases is forced to dig up old rivalries and take one side or the other.

On the other side of the fence from the international secret agents are the major crime lords, the international conspirators and more exotic criminal sects, which have decided to use San José as a meeting place or a base of operations.

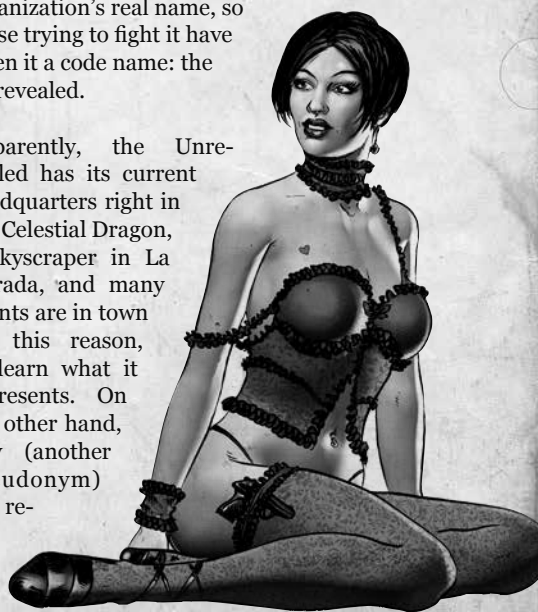
MADAME LILY AND THE UNREVEALED

The organization controlled by Madame Lily with an iron fist in a velvet glove is a strange cross between a multinational company, a criminal organization and a secret society.

Outwardly, it is a simple international distribution company, Imperial Import/Export, but everybody knows that this organization is also involved in smuggling and movement of goods of any kind in any part of the world, ignoring any laws, restrictions and scruples about trading humans, nuclear weapons, viral agents, or any other illegal “merchandise” on the planet. Disturbingly, the level of devotion of its affiliates is so high that every captured member has committed suicide rather than talk about the organization and its Superiors.

It is known that this organization is unrelated to the Chinese Triads and is controlled by “unknown superiors”; it has proved impossible even to learn the organization’s real name, so those trying to fight it have given it a code name: the Unrevealed.

Apparently, the Unrevealed has its current headquarters right in the Celestial Dragon, a skyscraper in La Dorada, and many agents are in town for this reason, to learn what it represents. On the other hand, Lily (another pseudonym) has re-



cently obtained the position of a Shareholder of El Banço and her safety in this city is assured. This charming woman seems to be a native of Inner Mongolia and has installed a whole pagoda taken from the region of Ulan-hot on top of the Celestial Dragon, which is also said to be infested with poisonous snakes.

CHARTE BLANCHE

An informal association of European billionaires that is slowly organizing itself as a criminal cartel, managing its own affairs as a kind of supra-national holding company. The group is similar to a "club" that gathers powerful investors, captains of industry and European bankers, and they are managing to affect the banking, financial and government choices of the European Union and its member states more and more heavily, indirectly causing bankruptcies or crises for entire nations.

The meetings of the Charte Blanche and their conferences, secret and closed to the public and newspapers, have been severely challenged in the past by conspiracy theorists, and often ridiculed by journalists. This, however, has meant that the meetings have taken place for some time now in San José, far from Europe and its free press. Typically the chosen venue is the Kingdom of Largo Maria Modigliani, the famous yacht outfitted as a traveling casino.

THE BLACK PRINCE

Julius Augustus Alkhan, "the Black Prince", is at the head of a small but fierce group of conspirators, neo-fascists and deviant generals who years ago tried to carry out a coup in his country, in Europe. Since the operation failed (technically, it was cancelled), the Black Prince is dedicated to strengthening his network of international contacts and business, with purposes not yet clear. Today Julius lives in one of the villas on the Costa Calibana and receives dark and slimy personalities, protected by a private security system entrusted to Blackwolf.

THE BATTALION

Grigory Suleimanov, "Uncle Grigory", is a renegade Chechen warlord accused of illegal ties with the Russian special forces, the Chechen mafia, the separatists and Islamist terrorists. He staged his own death in 2005 and since then he freely comes and goes from San José. Once embroiled in politics, war, corruption and dirty business with many a government apparatus, today Grigory pretends to be a "normal" fixer-in-exile, who "only" deals with international money laundering and smuggling. Actually, many suspect that Grigory has raised the stakes and has pulled out of the Chechen mafia just to create the Battalion, a sort of hybrid criminal and political entity, using illegal practices to finance separatist fighters from different parts the world, while raising the level of conflict for his own personal gain.

SPACE FEDERATION

The exiled emir Arman Hassan al Zuwawa, with a history as a financier and director of various Islamist terrorist organizations, has been cast out by his own family for infamy and has invested his personal fortune in San José, becoming one of the main organizers of wrestling and martial art matches in the city. The mega-structure built for that use in town, the Toranoana, is his property.

Hasan is also the owner of a skyscraper in La Dorada, the Golden Eye, and from there he runs his own Federation, which (more or less secretly) is working on the control of satellites and on the infinite potential of orbital systems. What its aims are is not yet clear, but many faithful scientists are working with Hassan's Federation, including many former members of international terrorist cells that he brought with him to San José.



CHAPTER 2:

FROM TROPICANA WITH LOVE

Tropicana is a game of action heroes, scoundrels and troubleshooters, always looking for danger and adventure. Whether your character works in an agency or is a freelancer, whether he's looking for easy money or is inspired by an ideal of justice, or

simply is the kind of person that doesn't need to look for trouble because trouble is always looking for him, follow these easy steps and your character will be ready in the blink of an eye.

SECTION 1

ARCHETYPES

The first thing to do is decide on a general idea that will help you shape your unique character. Here is a list of some inspirational character types to get you started. Remember that the most memorable and interesting characters often come from mixing two (or more) different ideas to make a unique personality and backstory. Also, feel free to chose if these archetypes represent what your character was (or did) or what he still is (or does).

Activist: Political dissidents, environment defenders, anti-globalization activists, urban heroes, anarchists, hackers aiming to let the public know all the dirty deals the government is involved in - all these people have strong ideals, have chosen a side they feel is right, and are often ready to act in order to follow their ideals.

Azcali Tribesman: You are a member of one of the surviving native tribes that live halfway between ancient traditions and modernity, and know the secrets of the Hinterland like nobody else (see page 9 and 38 for more information about them).

Bartender: Mixing drinks is an art, and you are an artist! Bartenders often understand a customer's soul at a glance, and can gather secrets from the a wide array of people, or use their easy-going charm for other purposes.

Beach Dude/Beach Bunny: The sun on your skin, the joy of living is all you care for. You don't have time to question the meaning of life, social conflict or political strife. Enjoying the company of beautiful people, sunny beaches and and the proper mix of fun, excitement and relaxation is what life is about. Maybe you have a rich family that supports you, or you have some kind of work that lets you live the way you want. Beach dudes and bunnies often combine the physical prowess of a healthy body with the social skills of a party animal.

Celebrity: From local pop stars to international VIPs, celebrities flock to San José. Your hero might be one of the many TV stars, top models, singers, designers, writers, hollywood actors or famous sportsmen, still on the verge of success or maybe not exactly as popular as he used to be.

Cop (Guardia Civil): Your hero is (or was) a member of the Guardia Civil, the police force that undertakes the superhuman task of fighting crime in the streets of San José. Those who don't adapt to the general corruption and impotence of the Guardia Civil often retire and start a different career, but there are also those who believe in their duty and do all they can to defend the population and eradicate crime.

Criminal: Cat burglars, street thugs and criminals of all sorts infest the streets of San José. Some of them have a personal code of honour, and some even



decide to leave their “trade” behind and employ their skills in more legal activities.

Entertainer: The constant presence of tourists on San José requires many different professionals in the field of entertainment, from escorts to exotic dancers, from stage magicians to mariachi and musicians in general, and your hero is one such professional.

Gambler: From the luxury casinos to the back alley gambling dens of the lowly *ronerías*, a deck of cards can become a steady source of income for those who know the odds, have some luck, and maybe know a trick or two.

Guerrilla (Frente): You have joined the fight with the Frente de Liberación Nacional, which aims to overthrow the corrupt, capitalist government of San José, and probably live in a shelter or village in the mountains with other freedom fighters, ready to strike against capitalism!

Hired Muscle: You might be a former policeman or soldier, a well-trained martial artist, a bodyguard or a mercenary, and now you earn your living protecting those who think they need to be protected.

Journalist (and Paparazzi): With all the secrets, crime and corruption in San José, journalists never lack interesting stories. But staying alive after a few scoops can be quite an adventure! A safer line of work is specializing in yellow journalism, feeding the neverending hunger of the public for news and pictures of celebrities: this is the field of the paparazzi.

Luchador: Wrestlers, boxers, martial artists and fighters of Lucha Libre are a common night-time attraction in San José, where legal and illegal fights can be seen and bet upon. The most successful Luchadores become celebrities in their own right, but all of them are well-trained and dangerous fighters.

Pilot (and Skipper): Professional pilots, sailors and skippers find plenty of work in San José, where the rich often enjoy travelling on their own yacht, light aircraft or sailboat, but often lack the competence to pilot it. Some own

their boat or aircraft, and use it for a variety of activities, from providing sightseeing tours and shuttle service for the tourists, to all possible kinds of “special deliveries”.

Private Investigator: With the Guardia Civil so corrupt and inefficient, citizens who can afford it often hire a P. I. when they really want a crime to be solved. Of course the job often includes less exciting tasks, such as taking pictures of unfaithful spouses.

Researcher: Students, scientists and professors have many reasons to come to San José: the mysterious Azcali that live in the jungle, the volcano, the untamed wildlife of the natural reserve and the waters of the archipelago, the depths of the *Grand Bleu*, and the remains of the Conquistadore Era. San José can offer interesting fields of research for anthropologists, zoologists, historians, biologists, physicists, and geologists.

Slummer: Life hasn’t been kind to you, and the fact that the only place that you can call home is the slums around San José proves it. Perhaps you aren’t very talented, or you never wanted to engage in anything, living a quiet life of idleness under the sun and the stars. One thing is certain: you know the streets of the city very well, and you’ve always known how to dodge trouble.

Spy: The CIA, MI-6, Mossad, SVR and many other intelligence agencies have undercover agents in San José, where the difficulties in communication, presence of crime lords, and the special extradition laws make their job particularly dangerous and exciting.

SECTION 2

CHARACTER CREATION

Once you’ve decided the general idea of your character, it’s time to figure out his statistics. Creating a hero for *Tropicana* is as easy as for any other *Savage Worlds* setting: just follow the steps.

TROUBLESHOOTERS IN SAN JOSÉ: STARTING AN AGENCY

CREATING YOUR HERO IS NICE AND ALL, BUT WHAT ABOUT THE THRILL OF STARTING AND RUNNING YOUR OWN AGENCY OF TROUBLESHOOTERS? CHAPTER 3 EXPLAINS HOW TO PUT PLAYER CHARACTERS TOGETHER INTO SERIOUS BUSINESS, START WORKING, AND MAKE A LIVING OUT OF YOUR THRILL FOR ADVENTURE!

1. RACE

Characters in *Tropicana* are humans from all over the world, so you can choose any ethnicity you prefer. Being human, your character receives a *free starting Edge*, plus some specific Skills.

You also get to choose between one of four cultural templates: Azcali, Foreigner, Josefino, or Perdido.

AZCALI

Azcali are the members of the indios tribes of the Costa Verde. They know the wild jungles, mountains and rivers of the hinterland very well, but are not at ease with the ways of civilization.

Man of the Jungle: An Azcali character begins with Survival d6.

FOREIGNER

Foreigners come to San José in search of fortune and wealth, to escape their past or in search of a new life.

Guy from the Mainland: A Foreigner character visiting *Tropicana* probably has more than one card up his sleeve. He starts with two free Smarts-linked Skills of choice at d4.

JOSEFINO

Josefinos are the inhabitants of the city and state of San José, the descendants of the first settlers or of subsequent immigrants from all over the world.

Citizen of San José: A Josefino knows a lot of guys and even some girls. He starts with Streetwise d6 for free.

PERDIDO

Perdidos is the name given to Azcali tribesmen that, out of necessity or free will, have abandoned their traditional way of life to embrace modern civilization. They live in the city of San José and have lost much of the contact with the wild environment of the Costa Verde.

Man of Two Ways: A Perdido character begins with Streetwise d4 and Survival d4.

2. TRAITS

Now determine your Attributes and Skills. Your hero begins with a d4 in each Attribute, and you have 5 points to distribute among them to increase the die types of your Attributes, as usual.

Next, you have 15 points to buy your Skills. Raising a skill by one die type costs one point, as long as it's no higher than the Skill's linked Attribute. Raising a Skill beyond the die type of the relevant Attribute costs 2 points.

Attributes and Skills cannot be raised beyond d12.

All the standard skills in *Savage Worlds* are available in *Tropicana*. Moreover, the following skills are modified to reflect the setting.

Knowledge (Demolitions): This is the appropriate skill to manage demolitions and use high explosives. It can be used to set and defuse charges, and to estimate the amount of explosives necessary to demolish buildings and structures. See the sidebar below for more information.

Persuasion: Besides its normal rules, Persuasion is used to determine success in

entertaining the public when performing music, dance or similar shows. It is also used when trying to impersonate someone (see Disguise, page 61). Finally, Persuasion can also be used to attempt to seduce another character (see Seduction rules, page 65).

Stealth: Besides its normal rules, Stealth is also used to blend into a crowd and pass unnoticed, and in the Shadowing rules (see page 66).

Taunt: Besides its normal rules, Taunt can also be used to attempt to seduce another character (see Seduction rules, page 65).

DEMOLITIONS

SOMEONE ONCE SAID, “THERE ARE FEW PROBLEMS THAT CAN’T BE SOLVED BY A CHARGE OF HIGH EXPLOSIVES.” IF YOU BELIEVE THAT, THEN DEMOLITIONS IS YOUR ANSWER. BELOW ARE THE THINGS YOU CAN DO WITH THE ALWAYS-RISKY KNOWLEDGE (DEMOLITIONS) SKILL.

SET CHARGE: THIS COVERS THE SETTING OF A SINGLE CHARGE TO BE DETONATED BY FUSE OR HAND-HELD DETONATOR. IF A SERIES OF CHARGES IS TO BE SET OFF AT THE SAME TIME FROM A SINGLE FUSE OR DETONATOR, THE KNOWLEDGE (DEMOLITIONS) ROLL FOR EACH CHARGE AFTER THE FIRST IS MODIFIED BY -1. SETTING A CHARGE TAKES A SINGLE ACTION.

IMPROVISED EXPLOSIVES: IN SITUATIONS OF NEED, CHARACTERS WITH THIS SKILL MAY ATTEMPT TO PRODUCE EXPLOSIVE CHARGES, ASSUMING THEY HAVE ACCESS TO SUITABLE (OR LESS SUITABLE) CHEMICAL SUBSTANCES AND BASIC TOOLS. IF THE KNOWLEDGE (DEMOLITIONS) ROLL IS SUCCESSFUL, THE IMPROVISED EXPLOSIVE PRODUCES THE SAME EFFECT AS ONE QUARTER OF THE SAME QUANTITY OF DYNAMITE, OR HALF THE QUANTITY ON A RAISE. PRODUCING HIGH EXPLOSIVES IS DANGEROUS: ON A RESULT OF 1 ON THE SKILL DIE (REGARDLESS OF THE WILD DIE), THE SUBSTANCE EXPLODES IMMEDIATELY, WITH THE SAME EFFECTS AS A SUCCESS.

BOOBY TRAPS: THE DIE ROLL MODIFIER IS THE SAME WHEN SETTING BOOBY TRAPS. SPOTTING SUCH A TRAP REQUIRES AN OPPOSED NOTICE ROLL VS. KNOWLEDGE (DEMOLITIONS) ROLL. EACH ADDITIONAL MINUTE USED TO SET UP THE BOOBY TRAP ALLOWS IT TO BE MORE SOPHISTICATED, AND ADDS +1 TO THE KNOWLEDGE ROLL WHEN IT’S OPPOSED BY NOTICE (TO A MAXIMUM OF +3).

BOOM! A CRITICAL FAILURE (“SNAKE EYES”) WHEN SETTING A CHARGE INDICATES THE EXPLOSIVE DETONATED. THE CHARACTER AND ANYONE IN THE BURST RADIUS SUFFERS FULL DAMAGE.

DEFUSE CHARGE: A CHARACTER MAY AUTOMATICALLY DEFUSE HIS OWN CHARGE AS AN ACTION, UNLESS IT’S SO COMPLICATED THE GM DETERMINES A ROLL IS NECESSARY. A 1 ON THE KNOWLEDGE DIE MEANS THE CHARGE DETONATES IMMEDIATELY.

DEFUSING A CHARGE SET BY SOMEONE ELSE REQUIRES A KNOWLEDGE (DEMOLITIONS) ROLL AT A -2 PENALTY. IF THE ROLL SUCCEEDS, THE CHARGE IS DISARMED. IF THE ROLL IS FAILED, THE EXPLOSIVE DETONATES AS DESIGNED. SOME CHARGES, WITH COMPLICATED PROTECTION SYSTEMS, MAY REQUIRE A DRAMATIC TASK TO BE DEFUSED.

ESTIMATE CHARGE: THE MARK OF A PRO IS USING THE RIGHT AMOUNT OF EXPLOSIVES TO GET THE JOB DONE. A SUCCESSFUL ROLL ALLOWS A CHARACTER TO KNOW HOW MUCH EXPLOSIVE TO USE FOR A PARTICULAR JOB.

3. LANGUAGES

The official language of San José is Spanish, but English is widely spoken too, especially by the upper class, the many foreigners that live in the city and the common people that work with them.

Tropicana uses the Multiple Languages Setting Rule from *Savage Worlds*. This means that all characters speak their cultural or national language plus an additional number of languages equal to half their Smarts die.

Azcali Tribesmen and Perdidos have Azcali as their cultural language; Josefinos start with Spanish, and Foreigners get to choose their national language according to their country of origin.

4. SECONDARY STATISTICS

Your secondary statistics are based on your traits, and can be modified by Edges and Hindrances.

Charisma is +0, unless modified by Edges or Hindrances.

Pace is 6".

Parry is equal to 2 plus half your Fighting die. If you haven't taken the Fighting skill, your Parry is 2.

Toughness is equal to 2 plus half your Vigor die.

5. EDGES AND HINDRANCES

Now it's time to decide what flaws and perks make your hero unique. If you chose any Hindrances, you can use your Hindrance points to receive the benefits listed below. You can take up to one Major Hindrance (worth 2 points) and two Minor Hindrances (worth 1 point each). You can take more Hindrances, but you won't receive more than 4 points in all.

For 2 points you can:

- * Raise an Attribute by one die type, or
- * Take one Edge.

For 1 point you can:

- * Gain 1 Skill point, or
- * Gain more money, the same amount as your starting money (if you start the game with \$500, you gain \$500 more).

Don't forget to check the new options in the Edges and Hindrances sections below!

6. GEAR

Your hero starts with the clothes on his back and \$500, unless you have taken Edges and Hindrances that modify this value. You might want to spend your money on weapons

and other gear now, so check the equipment section at page 46.

7. BACKGROUND

Complete your character with a name and an appropriate backstory: think about where he is from, what his life is like in San José and whether he is ready to risk his life for money, ideals, the thrill of the action or something else.

8. FAVOURITE MUSIC

Action movies always have a sequence that glorifies the hero with an appropriate soundtrack, and *Tropicana* wants to give your character the same treatment! Now that your hero is complete, think what kind of music stirs his soul and is his ideal soundtrack. This will be used with the *Tropicana* Jukebox setting rules, described at page 67.

We know the world of music is complex and multifaceted, but for the game's sake some simplification is required, so we suggest to use the following broad categories:

- * Metalhead (grunge, stoner, hardcore, metal, doom)
- * Rocker (classic rock, pop rock, progressive, garage, rockabilly, psychedelic, brit, surf)
- * Punk (classic and modern punk, indie)
- * Goth (goth, emo, dark)
- * Rastaman (reggae, ska, rocksteady and dub)
- * Soul Man (jazz, swing, blues, r&b, soul)
- * Ethnic (country, mariachi, tribal music, world music)
- * Tropicalista (every tropical dance music including, salsa, calypso, rumba)
- * Raver (electronic, techno, jungle, virus, elektro dance)
- * Educated (cold jazz, opera and classic music)
- * Clubber (lounge, club, fusion)
- * Hip Hopper (rap, hip hop and funk)

These are the default suggested categories, but every group should feel free to adapt them to their (or their characters') preferences.

SECTION 3

— NEW HINDRANCES

Unavailable Hindrances: The following Hindrance from *Savage Worlds* isn't normally available to *Tropicana* characters: Doubting Thomas. Only an Azcali or Perdido character can be Illiterate and/or an Outsider, according to the description of those cultural templates.

Modified Hindrances:

The following Hindrances from *Savage Worlds* are available to *Tropicana* characters, with the following effects:

Poor (Minor):

Your character starts with \$250. Every month you earn about \$1000 (\$12,000 in a year) and can have about \$250 a month left over for your common expenses (adventuring gear, tickets, extras and so on) Your lifestyle is modest and this means you live in a little flat somewhere in a poor district or in a shared apartment in an average district. You could have a part-time job or debts that won't let you improve your lifestyle right now, or you could be a Tourist or a visiting Student with a limited budget. You have a White Account at El Banco (see page 25).

New Hindrances:

The following Hindrances are new and available to all *Tropicana* characters.

Airsick/Seasick (Minor/Major):

This Hindrance comes in two varieties, so you must choose if your character suffers from flying or sailing (or both, in which case the Hindrance becomes Major).

Your character doesn't get on well with some travelling options. You must make a Fatigue roll every time you travel on an aircraft (or watercraft, in the case of Seasick). If the travel conditions become rough (e.g. a storm), you must make an additional Fatigue roll. Fatigue from air- or seasickness cannot cause

Incapacitation, and is recovered by spending 1 hour on solid ground.

I'm Too Old for This 'Thing' (Minor):

It's not really about age, it's how you feel.

When you are dealt a deuce, you must "use" one action to vividly complain about your age. If you have Edges that allow you to draw additional cards or ignore the first card, such as Level Headed or Quick, you get the full effects of those edges and therefore act on the best card that you've drawn, but you must still spend one action complaining if your first draw is a deuce.

Lonely Heart (Minor):

Your character doesn't believe in love, or has gone through many disappointments, or is too cynical, socially inept or unpleasant. You receive no face-down card at the beginning of the Play the Game phase of a Seduction attempt, unless you win the Hooks and Looks roll, in which case you receive only one card (or two on a raise). (see page 65).

Party Pooper (Minor):

You simply weren't born to party. Why are all those people happy? All those drinks and small talk just make you sick.

You suffer -2 to all Persuasion, Stealth and Streetwise rolls when at a party, in a bar or in other similar social circumstances.

Penniless (Major):

Your character owns nothing but the miserable clothes he wears. You start with only \$50 to buy your starting gear, and you are homeless or own a hole somewhere in the slums or in the jungle. You have no job, no form of income and no account at El Banco. This also means that you can't rent anything, can't have a phone card, and can't buy weapons in a normal shop (see page 25).



SECTION 4

— NEW EDGES

Unavailable Edges: The following Edges from *Savage Worlds* aren't available to *Tropicana* characters:

Background Edges: Arcane Background, Arcane Resistance, Brave.

Combat Edges: Giant Killer.

Power Edges: New Power, Power Points, Rapid Recharge, Improved Rapid Recharge.

Professional Edges: Adept, Champion, Holy/Unholy Warrior, Mentalist, Wizard.

Wild Card Edges: Power Surge.

Modified Edges: The following Edges from *Savage Worlds* are available to *Tropicana* characters, with the following specifications:

Mr. Fix It: The Arcane Background (Weird Science) edge and the Weird Science skill are removed from the Requisites for this Edge.

Noble: In *Tropicana* a character with this Edge could be an actual member of the nobility (maybe in exile), but could also be a famous star, a VIP, a powerful crime-lord or even a

high-ranking member of some organization (corporation, police and so on...).

Rich: You live in a luxury hotel, in a large apartment located in a good district or in a little villa along the coast, and your lifestyle is very high. You have earnings or income of \$12,500 a month (\$150,000 in an year) and can start the game with \$3,000 for your extra expenses. Every month you can set aside \$3,000 of your income without problems. You also have a Silver Account at El Banco (see at page 25).

Filthy Rich: You live in one of the best suites, villas or skyscraper apartments in the city and your lifestyle is appropriate. You have earnings or incomes for \$41,500 a month (\$500,000 in an year) and start the game with \$10,000 for your extra expenses. Every month you can set aside \$10,000 of your income without problems. You also have a Gold Account at El Banco (see page 25).

New Edges: The following Edges are new and available to all *Tropicana* characters.

BACKGROUND EDGES:

ALIAS

Requirements: Novice, Smarts d8+, Streetwise d6+



Your character messed with the wrong people, saw something that no one should have seen, or is an undercover operative or a masked Luchador with a secret identity! The result is the same: his entire life is a lie, and a well-constructed one at that, and he has a web of contacts and skills that allows him to disappear again if necessary.

The character begins with a new identity, very well-constructed and difficult to probe. If the GM, for history purposes, wants to temporarily break it, he must reward the character with a Benny.

If the Alias is definitively uncovered the player has the choice of creating a new one or taking a new Edge as compensation, but this will happen only at the beginning of the next scenario.

In addition, a character with this Edge is a master of creating alternate identities on-the-fly. He can do this by spending three days and at least \$200 among his shady friends. Checks on the fake identity are made with opposed Streetwise rolls.

If he is in a hurry he can halve the preparation time and/or cost of the alternate identity; in this case the Streetwise roll suffers -2 (which can be cumulative). If he wants to do a very thorough job he can double the time and/or the money invested, gaining +2 to the roll (which can be cumulative).

PARTY ANIMAL

Requirements: Novice, Spirit d6+

You were born with a mojito in your hand. You swim through parties like a fish in the sea. You add +2 to all Persuasion, Stealth and Streetwise rolls when at a party, in a bar or in other similar social circumstances.

PLAYBOY/FEMME FATALE

Requirements: Novice, Spirit d6+

Whether out of experience or as a natural gift, you know how to steal hearts in the blink of an eye. At the beginning of a Seduction attempt, you receive one extra face-down card, in

addition to any others you might receive as a result of the Hooks and Looks roll.

COMBAT EDGES:

DIRTY FIGHTER

Requirements: Seasoned

Surviving a fight in the streets is often more a matter of smarts than strength. Characters with this Edge add +2 to Trick maneuvers.

REALLY DIRTY FIGHTER

Requirements: Seasoned, Dirty Fighter

Characters with this Edge are dangerous, devious opponents. If you describe your trick and spend a Benny, you automatically get the Drop on one opponent.

MARTIAL STYLE

Requirements: Novice, Martial Artist

You have specialized in one school of martial arts. You must choose one of the styles below. You can take this Edge several times and choose a different style every time. If you know more than one style, you must choose one, as a free action, during your turn. This is by no means a complete list or representation of all existing martial arts. The following styles are simply the styles most frequently taught and practiced in San José.

Azcali Combat: The traditional Azcali unarmed combat is simple but very effective, especially when employed to disable the opponent without causing serious harm. Using this style adds +2 to Fighting rolls when attempting to inflict non-lethal damage with your unarmed attacks.

Brazilian Jiu Jitsu: Using this style adds +2 to Strength rolls when attempting to knock your opponent prone, and on a raise you can immediately make a free unarmed attack against the prone foe. You also retain your Parry while prone.

Capoeira Zamorana: Capoeira is a martial art that combines elements of dance and acrobatics. If you moved at least 3" before attacking, you get +1 to Fighting and damage rolls with your unarmed attacks, and +2 if your favourite music is playing. You also retain your Parry while prone.

Krav Maga: Krav Maga is a self-defense system that aims at finishing a fight as quickly as possible, often targeting the most vulnerable parts of the body. When using this style you halve the penalty for called shots with your unarmed attacks.

Kung Fu (or Wushu): Kung Fu fighters can perform the Rapid Attack maneuver with a -1 reduction to Parry (instead of -2) and -3 to their attack rolls (instead of -4) with their unarmed attacks.

Lucha Libre: The wrestlers of San José specialize in grappling a foe. Using this style, you add +2 to all Grappling opposed rolls and you add the extra die from Martial Artist (or Improved Martial Artist) to damage rolls for damage inflicted while Grappling.

Muay Thai: Muay Thai fighters employ a very aggressive style. When your opponent rolls a 1 on his Fighting roll, you immediately inflict your standard unarmed attack damage on him.

Systema: This style, developed by the KGB, grants you +2 to disarm attempts, and you can use your Fighting skill instead of Shooting when using a gun against an opponent engaged in melee.

MIXED MARTIAL ARTS

Requirements: Novice, Martial Artist, Fighting d8+, at least two different Martial Styles

Your kung fu is superior, as well as your capoeira, wrestling and muay thai. Every round you can choose to add +1 to Parry, or to damage rolls, or to Fighting rolls, against all enemies without this Edge. The bonus lasts until your next turn.

PARKOUR

Requirements: Novice, Acrobat, Climbing d6+ Fleet Footed,

You have trained to get from point A to point B in the most efficient way possible, using only your body and your surroundings to propel yourself, with a mixture of running, climbing, jumping, vaulting, rolling and the like, depending on what is the most suitable in each situation. You ignore the movement reduction for difficult terrain, as well as the associated penalties during Chases. You can jump over obstacles that are as tall as you, or less, without rolls or penalties. You also add +2 to Climbing rolls and increase by 1" your jumping capacity.

PROFESSIONAL EDGES:

PROFESSIONAL GAMBLER

Requirements: Novice, Gambling d6+

You are more than capable of earning your living with only a deck of cards and a table of fools. You are caught cheating only on a roll of snake eyes, and you always add +2 to your Gambling rolls.

DEMO MAN

Requirements: Novice, Knowledge (Demolitions) d6+

This maniac is intimately familiar with all sorts of explosives, detonators, and booby-traps. He adds +2 to all rolls made to set, disarm, or improvise explosives and booby-traps (but not Notice them). This can cover a range of abilities and skills determined by the GM. Moreover, when setting explosive charges or booby-traps, on a raise he can increase or decrease the size of the Burst Template employed by one, or increase or decrease the number of dice rolled for damage by one.

SPY

Requirements: Novice, Investigation d8+, Smarts d8+, Stealth d6+, Streetwise d8+

Characters with this Edge have received formal training in one intelligence agency or another, or are naturally gifted at gathering information through research, small talk and sneaking around. You gain +2 to all Investigation, Stealth and Streetwise rolls.

SOCIAL EDGES:

MASTER OF DISGUISE

Requirements: Novice, Notice d6+, Smarts d6+, Persuasion d6+

This character is a professional actor or impersonator, and not even his mother could recognize him when he is properly disguised. He receives +2 to Smarts and Persuasion rolls when preparing and using a disguise (see page 66) and, given his experience, he can improvise one by using very basic tools and altering his facial expressions. He can ignore the no equipment penalty while working on a disguise, as long as he isn't trying to imitate a specific individual.

WEIRD EDGES:

HAWAIIAN SHIRT SOUL

Requirements: Novice, Spirit d6+

You have attained the peace that the human spirit can reach through contemplation of nature, seaside relaxation and margaritas. You add +2 to opposed rolls to resist Test of Will attacks, and +2 to Fear tests.

MACHO MUSTACHIO

Requirements: Novice, Spirit d6+, Strength d6+, male character only

Anyone can grow a mustache, but your character oozes testosterone. As a result, he gains +2 to Intimidation rolls, to Spirit rolls to resist Intimidation-based Test of Will attacks and to Fear tests. He also adds +2 to Charisma when dealing with the ladies.

TRADEMARK VEHICLE

Requirements: Novice, appropriate skill at d8+

Given, stolen, bought or inherited - it doesn't matter. You are the lucky owner of a vehicle, aircraft or watercraft of your choice, with a cost up to \$150,000, and you know it like the back of your hand. When using that vehicle, your

character adds +1 to his Driving or Piloting or Boating rolls (as appropriate for the vehicle) and to any skill roll made using the vehicle. For example, if you are using your trusty car to shadow someone, the bonus applies to stealth, if you have a military helicopter armed with machine guns, it applies to Shooting. A hero can take this Edge multiple times, applying it to a different vehicle each time. If a Trademark Vehicle is lost, the hero can replace it (at his own expense), but the benefit of the Edge doesn't kick in for two game weeks.

WILD CARD EDGES:

BIKINI VENUS / BERMUDA ADONIS

Requirements: Wild Card, Novice, Attractive, Persuasion d6+

Your character is such a gorgeous sight, enemies often get distracted and lose their concentration. If your character's awesome aspect is clearly visible, you can make Smarts Tricks against characters with the right sexual orientation using Persuasion, adding half your Charisma bonus to the roll (rounded up). This Trick can be performed as a free action during the first round of combat.

DISCO INFERNO

Requirements: Wild Card, Novice, Spirit d6+

You have the rhythm in you. You probably spend most of your time with your headphones on or in live music clubs.

Whenever your favourite music is playing you can use your special benny (see the Tropicana Jukebox rules, page 66) on any kind of dice roll, including damage and rolls on tables.



CHAPTER 3:

HOT STUFF (GEAR SECTION)

HOT STUFF

This chapter describes the equipment used by player characters and NPCs and integrates

with the second chapter in *Savage Worlds Deluxe*. Here you can find the description, price and availability of new weapons, vehicles, gadgets and ordinary equipment.

Prices are in dollars, because it's the normal currency in San José. The price and characteristics of the items shown in *Savage Worlds Deluxe* are exactly the same and won't be repeated here.

AVAILABILITY

Each item described in this chapter has its own Availability Code, indicating how easy it is to obtain it. Here's what each letter means:

A – Common. This item is available in almost every store. You can obtain it in ten minutes in any district of San José and in most shops anywhere.

B – Sellable. This item is normally available, but you need to find the right shop. In San José you might spend 1 or 2 hours searching for it, but no more. Probably, it is not so easy to find it outside the city of San José.

C – Limited. This item is not widely available; probably it is a spy gadget, a big weapon or something illegal. You can get one only if you are connected with the people that control and distribute it (secret services, army, scientists, contractors, criminal gangs and so on). Or you can try to find it on the black market, somewhere in town or in the "right place". You must make a Streetwise (-2) roll. You can try the Streetwise roll only once per week.

D – Exclusive. These items are normally not for sale, very rare, or available only to military organizations and intelligence services. You can have one if it is assigned to you by someone else, if you manage to steal it, or if you find it in some very special place, like the headquarters of a gang in the Barrios (see page 15) or via a well-connected smuggler leader in town. You must make a Streetwise (-2) roll just to know who might have the item and, if it really is available for

sale, it will cost at least an additional 50% over the listed price.

SAVAGE WORLDS DELUXE ITEMS AVAILABILITY

A lot of items detailed in *Savage Worlds Deluxe* are available also in *Tropicana*, with the following availability:

Mundane Items - Adventuring Gear: Common (except for medieval and archaic items, which are usually Sellable)

Mundane Items - Clothing, Food and Computers: Common

Mundane Items - Animals & Tack: Limited

Mundane Items - Surveillance: Limited

Hand Weapons and Armors - Medieval: Sellable (usually in antique shops)

Hand Weapons and Armors - Modern: Sellable

Ranged Weapons - Medieval and Black Powder: Sellable (usually in antique shops)

Pistols, Shotguns and Rifles: Sellable

Assault rifles, Machine guns, Submachine guns: Limited

Special Weapons: Exclusive

Vehicle mounted and AT Weapons: Exclusive

Civilian Vehicles and Aircraft: Sellable

Watercraft: Sellable, except those with "Military" price, which are Exclusive

World War II and Modern Military Vehicles and Aircraft: Exclusive

NEW GEAR

ADVENTURING GEAR

Item	Cost	Weight	Availability	Notes
Advanced Climbing/Extraction Kit	\$500	6	C	See notes
Disguise Kit	\$200	4	B	See notes
Flare Gun	\$50	1	B	See notes
Life Vest	\$150	1	B	See notes
Camouflage Clothing	\$100	1	A	See notes (double price and raise Availability to B for non-night suits)
Parachute	\$5k	10	B	See notes
Rebreather	\$7K	38*	B	See notes
Scuba Suit	\$100	0.5*	B	See notes
Scuba Tank	\$350	30*	B	See notes
Swim Fins	\$20	6*	B	See notes

* Consider weight to be reduced by 90% when underwater.

COMMUNICATIONS, SECURITY AND SURVEILLANCE

Item	Cost	Weight	Availability	Notes
GPS Tracker	\$50	0.5	C	See notes
Metal Detector	\$150	1	B	See notes
Satellite Phone	\$500	0.5	B	See notes
Smartphone	\$150	—	A	See notes
Walkie-Talkie	\$50	0,5	B	See notes

HAND WEAPONS

Weapon	Damage	Wt	Cost	Avail.	Mn.St.	Notes
Azcali War Club	Str+d8	3	\$10	B	d8	AP2 Parry -1 Two hands
Baseball Bat	Str+d6	3	\$30	B	d6	
Chain	Str+d4	2	\$15	A	—	Reach 1
Garrote	Special	0,5	\$10	C	—	See notes
Mace Spray	2d	1	\$20	C	—	Parry -2 See notes
Machete	Str+d6	2	\$30	B	d6	AP 1
Stun Gun	2d6	1	\$100	C	-	Parry -2; See notes

RANGED WEAPONS

Weapon	Range	Dmg	RoF	Cost	Wt	Shots	Avail.	Notes
Azcali Blowgun	5/10/20	—	1	\$5	1	1	C	See notes
Molotov Cocktail	5/10/20	2d6	1	\$2	1	-	A	See notes
Speargun	3/6/12	2d6	1	\$200	5	1	B	See notes
Taser	3/6/-	2d6	1	\$300	1	20	C	See notes

HIGH EXPLOSIVES

Explosive	Range	Dmg	RoF	Cost	Wt	Avail.	Notes
Dynamite stick 1	4/8/16	2d6	1	\$10	0,5	C	SBT, see notes
2 sticks	4/8/16	3d6	1	\$20	1	C	SBT, see notes
4 sticks	3/6/12	4d6	1	\$40	2	C	MBT, notes
8 sticks	2/4/8	5d6	1	\$80	4	C	LBT, see notes
Nitro 8oz bottle	4/8/16	3d6	1	\$10	0,5	C	MBT, see notes
Plastique 1 pound	4/8/16	4d6	1	\$50	1	C	MBT, see notes
2 pound	4/8/16	5d6	1	\$100	2	C	MBT, see notes
4 pound	3/6/12	6d6	1	\$100	4	C	LBT, see notes
8 pound	2/4/8	7d6	1	\$400	8	C	LBT, see notes

GEAR NOTES

ADVENTURING GEAR

Advanced Climbing/Extraction Gear:

A set of harnesses, ropes and advanced climbing equipment to make your climbing/extraction easier. It grants +1 to Climbing rolls. It includes 100 yards of super-strong rope allowing you to be extracted/inserted by helicopters, through glass ceilings and so on.

Camouflage Clothing: Comfortable black clothes, including a hood and some lamp-black. During nighttime they grant +1 to Stealth roll. For the same price you can also buy specific sets for other environments (jungle, sea, snow).

Disguise Kit: This kit includes professional makeup, silicon to prepare masks, wigs and other accessories (see Disguise rules, page 61).

Flare Gun: Flare guns shoot flares for signalling. The flare reaches 500 feet in height, burns for about 10 seconds and can be seen from several miles away.

Life Vest: A life vest basically keeps the wearer afloat indefinitely, therefore no Swimming roll is required to remain in water for periods longer than 1 hour.

Parachute: Using a parachute requires an Agility roll to land on the desired area. On a roll of 1 (regardless of the Wild Die), the user must make a Vigor roll or suffer a Fatigue level from Bumps and Bruises.

Rebreather: This sophisticated, bulky device allows the user to breath underwater for about 3 hours.

Scuba Suit: A scuba suit grants the wearer thermal protection from cold while underwater. Mask is included.

Scuba Tanks: A scuba tank allows the user to breath underwater for about 30 minutes.

Swim Fins: Swim fins add +1 to Swimming rolls and increase swimming Pace by 1.

COMMUNICATIONS, SECURITY AND SURVEILLANCE GEAR

GPS Tracker: This small device sends a signal that can be tracked via GPS technology.

Metal Detector: This portable scanning device can detect the presence of guns and blades within 5 inches.

Satellite Phone: These phones allow communication wherever satellite communication is available, such as the Azcali Reserve area.

Smartphone: Most modern smartphones can be used as GPS, and allow their user to make Investigation rolls to search for information on the internet.

Walkie-Talkie: The model listed has an effective range of 5 miles. Double the price for models with a 15 miles range. Also, note the price is for a set of two.

WEAPONS

Azcali Blowgun: A blowgun is a primitive weapon consisting of a tube about 3 feet long, through which a dart is propelled by the user's breath. It is generally used to deliver poison, as the dart itself is too small to inflict significant damage. The user only needs to succeed in a Shooting roll to inject the poison, and no damage roll is required. This weapon is often used by the Azcali natives, who coat their darts with Paralyzing poison made from rare jungle spiders (see Poison rules in *Savage Worlds*).

Azcali War Club: This ancient weapon is similar to a wooden club with slots in the sides that hold sharp obsidian blades.

Garrote: Using a garrote requires two hands. The attacker must attempt a Grapple attack with a -4 penalty (aiming to hit the throat). If successful, he gains +4 to opposed Strength rolls against the victim for the duration of the grapple, and adds +d4 to his Grapple damage. In order to be able to speak, the victim must make a Vigor roll at -4, and can scream only on a raise.

Mace Spray: This self-defense pepper spray only works if shot at the face of the target, which counts as an aimed (-2), touch (+2) attack, resulting in no modifiers to the Combat roll. The damage inflicted is non-lethal, and incapacitated characters suffer no injuries. After ten uses, the can is empty and a new spray must be bought.

Molotov Cocktail: A Molotov cocktail is a crude incendiary device consisting of a bottle filled with flammable liquid and a rag as a means of ignition. Molotov cocktails are not sold in shops and the listed price refers to the cost of the components. If the target is hit with a successful Throwing roll, the cocktail inflicts the listed damage and the target may catch fire. If the target is missed, the bottle deviates from it for a number of inches equal to the difference between the Target Number and the Throwing roll of the attacker, in a random direction. In either case, the bottle smashes and creates a small area of fire, the size of a Small Burst Template, burning for 6 rounds.

Speargun: Spearguns are normally used for fishing. If used as a weapon, the speargun has AP 2 at short range.

Stun Gun: Despite the name, the stun gun is not a gun but a short-distance electric shock baton. This device uses high-voltage electricity to disable muscle control. It simply requires a Touch Attack to inflict damage. The damage, however, does not cause wounds: it inflicts Fatigue levels instead. Shaken condition applies normally (i.e. if the damage equals the target's Toughness). Fatigue inflicted by a stun gun is recovered at a rate of 1 level per minute. Incapacitated characters drop unconscious. Batteries last for 20 uses, and after that they need recharging.

Taser: This device uses high-voltage electricity to disable muscle control, shooting two electrodes at the target. The damage, however, does not cause wounds: it inflicts Fatigue levels instead. Shaken condition applies normally (i. e. if the damage equals the target's Toughness). Fatigue inflicted by a taser gun is recovered at a rate of 1 level per minute. Incapacitated characters drop unconscious. After use, the electrodes must be rewound into the gun, taking one action. Batteries last for 20 uses, and after that they need recharging.

Dynamite: Up to 8 sticks of dynamite can be thrown as a single thrown weapon. For quantities not listed in the table, simply add +1 damage per additional stick.

Nitro: Nitroglycerine is the liquid used to produce dynamite, and it is highly unstable.

Plastique: Plastique or plastic explosive is a puttylike explosive, capable of being molded by hand. It goes by various names: C-4, Semtex, Demex, and others. Plastic explosives are especially suited for explosive demolition of structures as they can be easily formed into the best shapes for the job. Plastic explosives only explode if using a detonator. Fire and Impacts, including bullets, have no effect. On the other hand, it works perfectly well underwater.

EXPLOSIVES

All explosives are Heavy Weapons.

NEW VEHICLES

AIRCRAFT

Vehicle	Acc/TS	Toughness	Crew	Cost	Avail.	Notes
Hang-glider	5/16	7	1	—	B	See notes
Helicopter, Small	20/48	10 (2)	1+1	\$150k+	B	
Helicopter, Large	20/48	12 (2)	1+9	\$700k+	B	
Rotaplane, Small	10/36	8 (1)	1	\$25k+	B	
Rotaplane, Large	12/40	9 (2)	1+1	\$70k+	B	

LAND VEHICLES

Vehicle	Acc/TS	Toughness	Crew	Cost	Avail.	Notes
Dune Buggy	15/36	8 (1)	1+3	\$8-20k	B	See notes
Limo	20/36	11 (3)	1+7	\$60-250k	B	
Monster Truck	15/36	16 (4)	1+4	\$150-250k	B	See notes
Quadcycle	15/30	8 (2)	1+1	\$5-15k	B	See notes
Pickup	15/40	14 (3)	1+2	\$20-50k	B	See notes
Van	15/30	12 (3)	1+7	\$10-30k	B	

WATERCRAFT

Vehicle	Acc/TS	Toughness	Crew	Cost	Avail.	Notes
Fan Boat	5/25	8 (2)	1+2	\$10-30k	B	
Jet Ski	6/30	8 (2)	1+1	\$15k+	B	
Sea Scooter	2/7	5	1	\$800+	B	See notes
Surfboard	5/12	5	1	\$500+	B	See notes
Wind surf	6/20	6	1	\$1000+	B	See notes

VEHICLE NOTES

Dune Buggy: Dune buggies ignore most difficult terrain with a successful Driving roll.

Hang-glider: Hang-gliders are non-motorized aircraft. Modern technology gives pilots the ability to soar for hours, gain thousands of feet of altitude in thermal updrafts, perform aerobatics, and glide cross-country for hundreds of miles. In order to take off, some kind of propulsion is required: foot-launching from a hill, or tow-launching from a motor vehicle. Landing on the desired area requires a Piloting roll. If you roll snake eyes, you suffer a Fatigue level from Bumps and Bruises.

Monster Truck: These behemoths ignore most difficult terrain with a successful Driving roll.

Pickup: Pickup trucks ignore most difficult terrain with a successful Driving roll and typically offer a large open-top rear cargo area.

Quadcycle: Quadcycles ignore most difficult terrain with a successful Driving roll.

Sea Scooter: These battery-powered electric propellers can typically run for about three hours. The diver adds +2 to all Swimming rolls.

Surfboard: Surfing requires waves, and a surfer can only move parallel to the shore line or towards it. Rolling a 1 on the Swimming die means the surfer falls into the water.

Windsurf: Windsurfing requires wind. Rolling snake eyes on the Boating roll means the surfer falls into the water.

GADGETS & CUSTOM GEAR

Heroes of modern action movies often resort to a wide array of incredible gadgets. The following rules will make customizing your gear a breeze.

GETTING THE JOB DONE

You can choose to buy your gear already modified, have it customized by someone at a later time, or modify it yourself.

The listed prices refer to the modifications, so if you want to buy a modified piece of gear, simply add the price to the item's cost. Finding a modified item always requires a Streetwise roll, which you can try once per week.

Having the item modified at a later time follows the same rules: you have already paid for your item so you only spend the cost of the modification. You still need the same Streetwise roll as above to find someone who is capable of customizing your item.

You can also modify the item yourself. In this case, the cost is halved, but you must make a successful Repair roll. If you fail the roll, you can keep trying, but you must spend 50% of the original cost again, because of the parts that cannot be reused. If you roll snake eyes, you've ruined all the items and gear involved. Each will require a new Repair roll and 10% of its cost before it can be used again.

In any case, the modifications require 2d6 hours of work, reduced by 1 for each success and raise on the Repair roll (minimum 1 hour).

CUSTOMIZING GEAR

Most items can be modified to become portable, or be disguised as other items. Or both!

PORTABLE WONDER

Items can be modified to fit inside a smaller container, to be assembled when required. Sniper rifles and other large weapons can fit inside a bag, for example.

Electronic gear can be miniaturized (and often camouflaged as per Two in One, below) to fit inside tiny items: walkie-talkies inside a bracelet, for example.

Cost: Double the price for items that require assembly before use; four times the price for miniaturized items.

TWO-IN-ONE

Items of comparable size can be hidden within one another while keeping the functionality of both: a camera with a gun in it, a garrote within a watch, a knife within a pen.

Such hidden items are very hard to Notice (-4), and not as easy as a regular item to use, so they impose a -1 to the appropriate skill roll (Shooting for a gun, Fighting for a garrote).

Cost: Price of the added item, plus half the price of the most expensive of the two items.

VEHICLE ADD-ONS

Vehicles can be modified with many different add-ons and modifications. As a general rule, a vehicle can support a number of modifications and add-ons up to its Toughness value, not including Armor, or up to its maximum number of passengers, whichever is the highest.

ARMOR

Armor can be added to most vehicles, increasing the armour value by 3. The extra weight reduces the vehicle Acceleration and Top Speed by 10%.

Cost: 20% of the vehicle's price (minimum \$2000).

BULLETPROOF GLASS

Bulletproof glass can replace the regular glass of the vehicle. It adds +10 Armor to the passengers (provided they keep behind the glass). If more than 10 damage "pass through" a section of bulletproof glass (counted after Armor Piercing from the weapon and Armor from the glass are applied), it shatters to pieces. The extra weight reduces the vehicle Acceleration and Top Speed by 10%.

Cost: 20% of the vehicle's price (minimum \$2000).

DROP SYSTEM

A secret compartment under the back of the vehicle stores something that can be dropped on the ground, for example while being chased. Oil, caltrops, or a smoke screen are the most obvious choices. Each drop system is designed to employ and drop only one type of thing.

Use: During a Chase you can only use the Drop System only if you have the "advantage" over your foes, that is when you have a higher card. Using the Drop System is a free action. Using the Drop System imposes the same effects of a Minor Obstacle from the Complication Table in the Chase Rules.

Cost: \$500.

NITRO BOOSTS

Nitro boost systems greatly increase the speed of motor vehicles for a short time. Increase the Acceleration and Top Speed of the vehicle by 50% for one turn. For that turn, all Driving skill rolls are made at -1.

Cost: 10% of the vehicle cost. Individual charges cost 0.5% of the vehicle cost, and each vehicle can store as many charges as passengers.

ROTATING LICENSE PLATES

Never get caught again with this simple trick. A button rotates the license plate, showing up to four different license numbers.

Cost: \$1000.



TRICKED-OUT MOTOR

Motor vehicles can be tricked out to increase Acceleration and Top Speed by 10%. Further increasing them by another 10% imposes a -1 to Driving skill rolls.

Cost: 10% of the vehicle cost.

WEAPON SYSTEMS

Most kinds of weapons can be mounted on most vehicles, hidden or in plain view, to be fired by a passenger or by controls in the driver's position.

Facing: Weapon systems larger than a gun can only be mounted to fire in one direction (front, back or one side).

Cost: Mounting a weapon to be used by a passenger is a trivial task and only costs 10% of the weapon price (plus the weapon itself, of course). Hiding the weapon in a secret compartment costs the same as the weapon price. Having the weapon and the vehicle modified to be used by the driver costs twice the weapon's cost.



CHAPTER 4:

— THEY'RE BEAUTIFUL, THEY'RE
BRILLIANT, AND THEY WORK FOR ME

CREATING AND RUNNING YOUR AGENCY

So the player characters are ready. Now it's time to create your special services agency! Private agencies answer the need for private investigation, special transport, delivery, custody and protection, and are often requested to act when the Guardia Civil fails, or is better kept out of the picture. Creating and running an agency is entirely optional, but it gives the group special advantages and unique possibilities! Groups working as an agency gain a series of advantages: a steady source of income, contacts, logistics, facilities, employees, contacts and even special Bennies!

STARTING AND RUNNING AN AGENCY IN SAN JOSÉ

The following rules will help you run your agency without wasting time on boring accounting details. To create your own agency, you only need to follow these easy steps.

NAME & MOTTO

Your agency needs a name! You can use the names of your characters, or choose something more intriguing. Some examples:

Ortega & McCormick P.I.; TNT Special Services; Barracuda Investigations; Equipo Alfa; Hernandez & Co. Special Agency; E.S.C.U.D.O.; Agencia Piranha; Carlito's Angels; Shadow Guardian P.I.; PUNCH! Agency; Indigo Special Travel.

A motto is not necessary, but can convey the general feeling and purpose of your Agency. Some examples: *To serve & protect; Security & Secrecy; Your problem, our solution; Security is our job; Top is Us.*

BUDGET

All characters must choose how much to invest in the agency. The sum of money invested constitutes the initial budget. The minimum amount required to start is \$1000.

HEADQUARTERS

Your agency needs an office! Depending on the agency budget, you must choose the district where the headquarter is. This will determine your initial Renown Points, as you'll soon find out. The prices shown don't represent the cost for buying your office, but simply the costs to rent and prepare the office, activate telephone lines, etc. If you change district during play, you don't get a refund! Moreover, the default office is considered to have 3 to 5 rooms, including an archive and rooms for meetings and receiving customers. If you want a bigger HQ, simply increase the costs accordingly.

District	La Laguna, El Recodo or Esperanza	Barrios, Los Sagrados or Fuerte Ventura	Villa Rosada, Bahía del Sol, Costa Calibana	La Marina, Punta Brava or Costa Negra	Ocean Boulevard, Islas Bonitas or La Dorada
HQ Cost	\$1,000	\$5,000	\$10,000	\$40,000	\$80,000
Renown Points	0	2	4	6	8

REOWN POINTS

Check the following table to calculate your initial Renown Points and Rank. If any of the

conditions in the table change during play, the agency gains Renown Points accordingly.

Renown Points	
Headquarters	See Headquarters Table
Vehicles owned by the Agency	1 Point per \$30,000 worth of vehicles, maximum +20 Points
Highest character's Rank: Seasoned	+1 Point
Highest character's Rank: Veteran	+5 Points
Highest character's Rank: Heroic	+10 Points
Highest character's Rank: Legendary	+15 Points
At least one character with Noble Edge	+5 Points

AGENCY EVENTS

Every month, your agency takes care of minor cases and missions, ordinary business that the game will not bother with. These jobs produce your characters' income besides paying the bills and employees' wages.

Moreover, every month in game time one of the players must draw a card from the Action Deck, to determine if something unusual or interesting happens to the Agency. The GM Section has all the details about Agency Events, which include finding employees and special contacts.

AGENCY RANKS

The agency's importance is represented by its Rank, which describes its status and its possibilities. The Rank is determined by Renown Points.

Renown Points: Your agency gains its starting Renown Points from owning a nice office and some vehicles; other factors are shown in the table above. During play, the agency gains Renown Points from solving

cases and undertaking missions, and from other events (the GM Section has the details). The more Renown Points your agency has, the more important it is. As it gains Renown Points, the agency will raise in Agency Rank, as shown in the table below.

Lifestyle: The basic effect of the Agency Rank is the Lifestyle you can afford thanks to the agency. This represents the income from small jobs and less important cases the agency takes care of every month, typically "off-screen". See page 25 for a description of Lifestyle.

Agency Bennies: Agency Bennies are a special pool of bennies that can be used in addition to each player's individual Bennies, and can be used by any player! In order to use an Agency Benny, a player must have already used all his bennies, and at least half of the other players must agree. Agency Bennies can also be used by Agency Employees.

Agency Employees: This is the maximum number of employed Extras your agency can afford. See below for more details about employees.

Agency Rank	Renown Points	Lifestyle	Agency Bennies	Agency Employees
Startup	0	Homeless (\$0)	0	0
Established	20	Modest (\$100)	1	2
Successful	40	Average (\$500)	2	4
Leader	60	Well-off (\$2000)	3	8
Legendary	80	Lavish (\$15000)	4	16

EMPLOYEES

Your agency can hire a number of employees, as specified in the Agency Ranks Table.

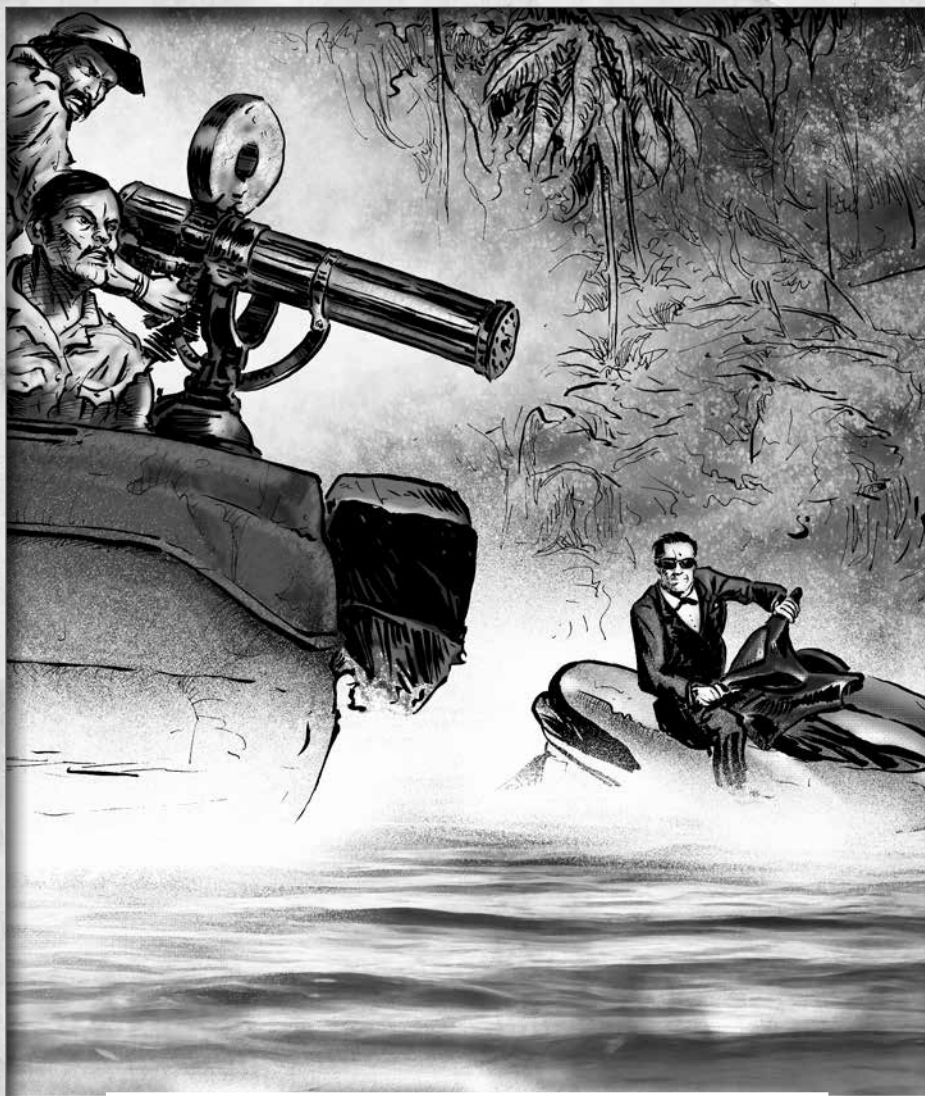
Every month, one character can attempt a Streetwise roll to find and hire a specific type of employee.

Each employee is an Extra Ally with the Townsfolk stats (found at page 88), plus one or more specific skills that describe his or her competencies:



Agent	Fighting d6, Notice d6, Shooting d6, Stealth d6
Demolitions Expert	Knowledge (Demolitions) d8
Disguise Expert	Master of Disguise Edge
Driver	Driving d8
Errand Boy	Streetwise d8
ICT Expert	Knowledge (ICT & Electronic Systems) d10
Interpreter & Translator	Fluent in five languages
Lawyer	Knowledge (Law) d10, Persuasion d8
Mechanic	Repair d10
Medic	Healing d10
Personal Trainer	Special: before each adventure, one character can make a Spirit roll: if successful, his Strength or Agility is considered 1 die step higher for the duration of the adventure
Pilot	Piloting d8
Secretary	Investigation d6, Jack-of-all-Trades Edge
Skipper	Boating d8

Employees typically use their skills for you when there is no danger involved, with the notable exceptions of Agents, Pilots, Drivers and Skippers, whose job requires them to follow you into the action. The others are considered to be available at the agency's headquarters.



CHAPTER 5 :

PULP, ACTION AND WEIRD (SETTING RULES)

Tropicana is a game of high stakes, cinematic action, and never-ending music! This chapter offers specific rules to make your Savage Worlds games set in San José even more exciting, with Setting Rules for competitions, disguise, gambling, events between adventures, seduction, shadowing and the Tropicana Jukebox.

COMPETITIONS

In San José tourists can enjoy or participate in a variety of sport events: the *Gran Premio*, all sorts of illegal races, wet t-shirt contests, rodeos, various nautical sports, snooker, golf, and many more.

And sometimes player characters find themselves involved in such competitions, as part of a cover identity to help reach their target, or simply out of competitive spirit!

READY, SET, GO!

Competitions are resolved with a very simple system that combines the rules for Chases and Dramatic Tasks from *Savage Worlds*.

For most competitions, a length of five rounds (the default for Chases and Dramatic Tasks) is perfect, but the GM is free to modify it.

Just like in a Chase, the GM determines the appropriate trait for the competition. Each round all participants make a roll, and receive one card for each success and raise. Each of them can choose one of the cards received as his Action Card for the round. Those who don't score at least one success are still in the competition, but don't get an Action Card for the round. A higher card means that the character currently finds

himself in an advantageous position, but doesn't necessarily mean he is currently winning.

After each round, all participants keep all the Action Cards they received in front of them in a line: the number of cards equals the number of successes and raises obtained, and that is exactly what determines the final winner: the one with more cards! This is exactly the same as counting the number of successes and raises when attempting a Dramatic Task, with the only difference that, rather than reaching a fixed amount of them, you must beat the other participants.

In case of a tie, those with the same amount of cards make one final Trait roll, and the one who rolls highest is the final winner.

THE ROLL

Depending on the relevant trait used in the competition, the GM should determine if the trait roll is modified by characters' Edges and Hindrances, as well as by other factors such as a significant difference in gear, special environmental conditions and so on. For a car race, the modifiers shown in the Chase rules in *Savage Worlds* are perfect.

TYPES OF COMPETITIONS

FREE FOR ALL: BEAUTY CONTESTS, MOST TYPES OF RACING, WET T-SHIRT COMPETITIONS. THE "STAR PLAYERS" (USUALLY WILD CARDS) MAKE INDIVIDUAL ROLLS; MAKE ONE GROUP ROLL FOR THE REST OF THE COMPETITORS, OR DIVIDE THEM INTO TWO OR THREE GROUPS.

ONE VS. ONE: TENNIS, CHESS. EACH PLAYER ROLLS, AS EASY AS THAT.

TEAM VS. TEAM: SOCCER, BASEBALL, RUGBY. THE "STAR PLAYERS" (USUALLY WILD CARDS) MAKE INDIVIDUAL ROLLS; MAKE ONE GROUP ROLL FOR THE REST OF THE TEAM. ADD TOGETHER ALL OF THEIR SUCCESSES FOR EACH TEAM.

EXAMPLES OF COMPETITIONS AND TRAITS

BEAUTY: SPIRIT, MODIFIED BY CHARISMA

BOAT RACING: SAILING

CAR/MOTORBIKE RACING: DRIVING

CHESS: SMARTS -2, OR KNOWLEDGE (CHESS)

DANCING: AGILITY, MODIFIED BY CHARISMA

DRINKING/EATING: VIGOR

FENCING: FIGHTING

HORSE RACING: RIDING

SOCCER, RUGBY: AGILITY

WET T-SHIRT: VIGOR, MODIFIED BY CHARISMA

PLAYING DIRTY

The Competition table is a slightly modified (more generic) version of the Attack Range & Complications Table from *Savage Worlds*.

The “Foul Play” column indicates if any kind of foul play is possible. The GM must determine, according to the situation, type of competition, and player’s intentions, what Trait is involved. In most competitions, a Test of Will is certainly possible!

SHAKEN CHARACTERS

Characters that are Shaken at the start of the turn suffer -2 to their Trait roll. They can attempt to become un-Shaken on their Action Card as usual.

COMPLICATIONS

If a character’s Action Card is a Club, he faces some sort of complication. Check the Competition Table.

Card	Foul Play	Complications
Deuce	Out of Range/Impossible	Disaster: Make a Trait roll at -4. If the roll is failed a major accident occurs, and the participant is out of the competition.
3-10	Long Range, -4	Major Inconvenience: Make a Trait roll at -2 or loose one of your successes. Remove one card from your stack.
Jack-Queen	Medium Range, -2	Minor Inconvenience: Make a Trait roll or lose one of your successes. Remove one card from your stack.
King-Joker	Short Range/Melee	Distraction: The character cannot attack or play dirty, but is otherwise unaffected.

DISGUISE

Heroes often need to disguise themselves, in order to go unnoticed or to pretend to be someone else.

Disguise is handled in two steps. Preparation involves putting on the right clothes and makeup and studying the appropriate mannerisms, while Interpretation refers to when the disguise is actually used to interact with other people.

PREPARATION

Putting on the disguise and practicing the mannerisms is handled with a Smarts roll and requires some basic equipment (suitable clothes and makeup). If the roll is successful, the hero has +1 in the subsequent Interpretation rolls (see below); the bonus becomes +2 if he scores a raise. In the case of

failure, the preparation is poor and he suffers -1; with a critical failure, the preparation is so poor that all Interpretation rolls suffer -4.

Since the hero has no way of knowing how good his disguise is until he tests it, the Preparation roll is made immediately before he is scrutinized for the first time, during Interpretation.

INTERPRETATION

Once the character is disguised, he can pass for the person he is trying to impersonate if the individual observing him isn’t paying too much attention (no roll required if he hasn’t scored a critical failure during Preparation). In the case of closer inspection, the disguise is put to test and the impostor must use his acting skills. This is an opposed roll between the hero’s Persuasion and the observer’s Notice. If the hero wins the roll, he passes

the test; if he scores a raise, his disguise is so believable that he receives +1 to all subsequent Interpretation rolls. If he loses the roll, the disguise is discovered!

PREPARATION MODIFIERS TABLE

Mod	Condition
-2	No equipment
-2	Impersonating a specific individual (i.e. Mr Weng rather than a generic businessman)
-2	Different sex
+2	Disguise limited to a single physical feature (i.e. pretending to belong to the opposite sex, or imitating only the voice of an individual)

INTERPRETATION MODIFIERS TABLE

Mod	Condition
-2	The observer is actively looking for an impostor
-2	The observer knows the individual being impersonated very well
-2	The impostor knows the individual he is impersonating very well
+2	Disguise limited to a single physical feature (such as the voice on the phone)

EVENTS BETWEEN ADVENTURES

San José is a bustling city. Even when they are not involved in real adventures, player characters can certainly encounter interesting situations. Each player can choose to spend 1 experience point to draw a card after each adventure. Players who prefer to keep their experience points are free to do so.



DEUCE - ROBBED

Your character has been robbed of half her savings (red card) or of something important (black card): a weapon, car or something else determined by the GM.

THREE - DEBT

You owe money to the wrong people! Your debt is equal to $1d4 \times 100\$$ per Rank. If you fail to pay your debt by the end of the next adventure, you gain the Wanted hindrance.

FOUR - ENEMY

Your character has a new enemy: a Non-Player Character is now your Enemy as per the Enemy Hindrance (minor) in Savage Worlds.

FIVE - FRIEND

Your character makes friends with a Non-Player Character, whose initial reaction to your character will be Friendly.

SIX - TRAINING

Your character has decided to spend some time to improve or acquire new skills. If the card is black, you gain 2 Experience Points; if the card is red, you can pick an Edge of your choice and use it for the next adventure (all requirements must be met). If, after the next adventure, you draw a red six again, you gain the chosen Edge permanently.

SEVEN - ONE-WEEK CELEBRITY

Some of your adventurous deeds become known to the public. For the next adventure you gain the Charismatic edge. If, after the next adventure, you draw a seven again, the edge becomes permanent.

EIGHT - STUFF

Your character receives, finds, wins, inherits or otherwise gets some interesting piece of gear, at GM's discretion. The cost of the item cannot exceed $1d6 \times \$10,000$.

NINE - SECRET

Your character "fortuitously" hears or reads about one of the many secrets of San José. The GM rolls a Random Secret for you.

TEN - MONEY

Your character receives, wins, inherits or otherwise gets $1d6 \times \$1000$! And yes, this die can ace!

JACK - HELPER

A loyal Extra decides to follow and help your character for the next adventure. If you want, you can try to keep the Extra after the next adventure with a successful Persuasion (-2) roll, or automatically if you draw another Jack.

QUEEN - ROMANCE

Your character falls in love! It's time to prove your Seduction skills. The GM must prepare your beloved NPC, and you must make an attempt at Seduction. If you draw another Queen after the next adventure, you lose the Luck Edge but gain a stable relationship!

KING - RELAX

Spend some quality time with yourself! You enjoy the sun, music and people of a tropical paradise like you never did before. Your character gains 3 experience points!

ACE - BAR ODYSSEY

Your character spends more than a couple of nights between the nightclubs, *ronerías* and discos in San José. Draw three more cards and pick two of your choice.

JOKER - MOJO

Santería, Voodoo, Azcali spirits and whatnot... the nights in San José are filled with strange magic, and sometimes magic seems to be real. The spirits smile upon you and you start the next adventure with two Traits of your choice raised by one die step!

GAMBLING IN SAN JOSÉ

Gambling can be resolved quickly with the standard rules of *Savage Worlds* if you prefer, but to reflect the sheer number of casinos and gambling dens available in San José, you can use the following rules instead, and make gambling a little more exciting.

MAKE YOUR BET!

There are two basic types of gambling that heroes can enjoy: those with a croupier, in a Casino, and those without. In both cases, before the actual gambling begins players and NPCs must agree on the amount of money they want to bet.

GAMES WITH A CROUPIER

In gambling games with a croupier, all players make a Gambling roll, including the croupier NPC (the worst professional croupier in San José has Gambling d6, while d8 is the average and the very good ones have at least d10).

Each character, including the croupier, receives two cards: one face up, and the other face down. The character who rolled the highest Gambling roll receives one extra face down card, or two on a raise - which in this case means he rolled higher than the next best roll by 4.

In turn, each player (but not the croupier) can ask the croupier for one more card, face up, and can continue asking for more as long as he wishes (see End Game, below, to figure out when to stop asking for cards).

The Croupier, instead, receives as many face down cards as the number of extra face up cards that have been dealt to the player who asked for the most cards. So if there are three players and the croupier, and the first player didn't ask for more face up cards, while the second asked for three and the third asked for one, the croupier receives three extra face down cards.

END GAME

Time to count scores. Each player's score is equal to the sum of all her face up cards plus

the face down card (if she has two or more, she must choose one). Each card from deuce to ten is worth its value; face cards and aces are worth 10 points while Jokers can be any card the player wishes.

If the final score is higher than 21, the player automatically loses and is out of the game!

The croupier's score is the sum of his one and only face up card plus one of the face down cards he has, of his choice.

The winner is the player with the highest score (not exceeding 21, of course). In case of a tie between one or more players and the croupier, the croupier wins. In case of a tie between players alone, the winner is the character with the single highest value card.

The winner receives the agreed bet multiplied by the number of players, while everyone else loses his bet.

GAMES WITHOUT A CROUPIER

In games without a croupier, such as a friendly gambling night, or a less than friendly game with a bunch of thugs in a *roneria*, the rules don't differ much. The players only have to make a Gambling roll to determine who plays as the "croupier" for that round, and from then on the rules are the same as above. As an alternative, players can agree to take turns so that each will play one round as the croupier, but this solution will take longer, so use it only with a limited number of players.

PATRON Y BAJO

In the cheapest, dirtiest bars of San José a very common variant is to gamble for booze instead of money. Yes: that's two vices in one! Players buy bottles instead of betting their money, and the final winner becomes the *Patron*, or "master", of the bottle, while all other players are called *Bajo*, or "the underling".

The *Patron* can dispose of the bottle as he desires, and this means he can enjoy the drink all alone, simply keep it for another round of gaming, share it with the *Bajos* in any way and proportion he likes, or have it

imbibed by only one of them. Whatever he chooses is the law, and all honorable players will abide. Even - or especially - the least

respectable thugs of San José care for their honour and reputation as players.

ALCOHOL IN SAN JOSÉ

FOR GAME PURPOSES, THE EFFECTS OF ALCOHOL ARE THE SAME AS A KNOCKOUT POISON, AS DESCRIBED IN THE SAVAGE WORLDS RULES.

TYPICAL HARD LIQUORS HAVE A +1 MODIFIER TO THE POISON ROLL, WHILE COCKTAILS AND WINE HAVE A +2, AND BEER HAS +3. NO ROLL IS REQUIRED FOR THE FIRST GLASS, BUT AFTER THE FIRST, ALL DRINKERS MUST ROLL, AND FOR EACH SUBSEQUENT DRINK APPLY A -1 TO THE ROLL. YOU'VE BEEN WARNED!

SEDUCTION

In the heat of the Caribbean love comes easy and goes beyond boundaries, laws and allegiances. For the heroes, seduction can be a potent weapon, or an irresistible force. If you want a quick resolution you can simply use the Persuasion skill and Reaction rules, but for more fun and excitement, use the rules below, which are a simple variation of the Dramatic Tasks rules!

In these rules, the character trying the Seduction attempt is called the Seducer, while the other is called the Seduced.

HOOKS AND LOOKS

Sometimes one gentle word is enough, sometimes a more daring approach works best. Seduction is not an easy game! This phase represents the daring looks and pick-up lines that the Seducer employs to impress the Seduced.

When a Seduction attempt starts, in secret the Seduced chooses between Smarts or Spirit as the Trait that he will use to resist the Seducer.

Then the Seducer chooses between Persuasion or Taunt as the Trait that she wants to use. Then the Trait chosen by the Seduced is revealed and both make an opposed roll. The Seducer adds his Charisma to the roll.

If the Seduced chose Spirit and the Seducer chose Persuasion, the *former* adds +2 to his roll. The same happens if the Seduced chose

Smarts and the Seducer chose Taunt. Other combinations have no further effect.

SEDUCTION TABLE

Seducer/ Seduced	Persuasion	Taunt
Spirit	Seducer adds +2	No modifiers
Smarts	No modifiers	Seducer adds +2

PLAY THE GAME

Now it's time to see how Seducer and Seduced "play the game". Run a Dramatic Task using the skills above and check the results below, subtracting the Seducer's successes from the Seduced's successes

SUCCESSSES OUTCOME

1 or less **Seduction Failed!** The Seduction attempt has failed and the Seduced NPC's Reaction gets worse by one step.

2-3 **Seduction Successful!** The Seduced NPC's Reaction improves by one step.

4-5 or more **Casanova!** The Seduced NPC's Reaction improves by two steps!

SEDUCTION AND PLAYER

CHARACTERS

Savage World's standard Persuasion rules and the Reaction Table don't apply to player characters, but they can be seduced too!

A player character that has been Seduced will never attempt to hurt the Seducer in any possible way (but may attempt to hinder, knock out, grapple, hold, etc.) and has to make a Spirit roll to resist calling or searching for the Seducer everyday. If the Spirit roll is a raise, the character is no longer Seduced. The Seducer can also ask for favours! Again, the

Seduced will have to make a Spirit roll or be forced to help. Minor favours are unmodified rolls, while major favours (those including some degree of risk or meaningful resources) are Spirit +2 rolls. The effects of Seduction on player characters automatically end if the NPC attempts to hurt the character.

SEDUCING ENEMIES

WHILE THE *EFFECTS* OF SEDUCING NPCs IN NON-COMBAT SITUATIONS CAN BE RESOLVED VIA ROLE PLAY, STRAIGHT HOSTILE NPCs CAN POSE A CHALLENGE FOR THE GM. HERE ARE A FEW GUIDELINES FOR WHEN A PLAYER CHARACTER FACES A SEDUCED FOE.

IF THE SEDUCER HURTS THE SEDUCED ENEMY, ALL SEDUCTION EFFECTS END AND THE NPC BECOMES HOSTILE AGAIN.

NEUTRAL: A "NEUTRAL ENEMY" NEVER TARGETS THE SEDUCER UNLESS HE IS THE ONLY ACTIVE FOE, AND THEN WILL ONLY USE NON-LETHAL DAMAGE ATTACKS AND COMBAT MANEUVERS THAT DON'T INFLICT DAMAGE.

FRIENDLY: A "FRIENDLY ENEMY" NEVER ATTEMPTS TO HURT THE CHARACTER, OR HIS FRIENDS. SHE TRIES TO SETTLE THE MATTER PEACEFULLY, OR IF NO AGREEMENT CAN BE FOUND, FLEES. NOTICE THAT DEPENDING ON INTERACTION AND ROLE PLAY, THE NPC'S REACTION CAN CHANGE AGAIN.

SHADOWING

Finding out what crazed terrorists are planning, or where the smugglers are going to meet the buyer, requires stealthily following the bad guys to their hideouts. This is called Shadowing and is handled with the following rules.

Shadowing sequences have a fixed duration determined by the GM, just like Chases: Standard (5 rounds) or Extended (10 rounds). These rounds can last any amount of time, depending on the situation, and each represents a potential occasion for the shadower to be discovered.

Give the shadower three Shadowing Tokens, while the victim starts with no tokens. Then, each shadowing round an opposed roll is made between the shadower's Stealth and the victim's Notice. The winner of the roll takes a Shadowing Token from his opponent for each success and raise.

If the Shadowing involves some kind of vehicle, the Shadower rolls the lowest of his Stealth or appropriate vehicle skill (usually Driving).

If the shadower is left with no tokens, he is discovered. Depending on the situation, the victim can flee (turning the scene into a Chase), set an ambush, or behave in any other way the GM considers appropriate.

If, at the end of the last round of Shadowing, the shadower still has at least one Token, he has managed to stealthily follow the victim to his destination.

ADDING COMPLICATIONS

Optionally, each character involved in the Shadowing can be handed an Action Card. If it is a Club, a Complication occurs. Use the Complication Table from *Savage Worlds* core rules, replacing "chase" with "shadowing". In the case of Distraction, the character cannot gain any Tokens during the current round (but can lose them).

GROUP SHADOWING

Groups of people can shadow individuals or other groups. This is handled exactly as above, with cooperative rolls: both the shadowers and the victims choose a lead



character and the others help him with their rolls. Any helper failing the roll causes the leader's Stealth roll to be made at -1.

use less, while a small group can use more. The character's favorite music is there to help you choose your songs.

TROPICANA JUKEBOX (OPTIONAL RULE)

Nightclubs, *ronerías* and discos in San José, exclusive parties in gilded villas and on board luxury yachts, carnival parades, pop concerts and *pueblo* festivals - the air of the Caribbean is filled with the never-ending sound of tunes, rhythms and melodies.

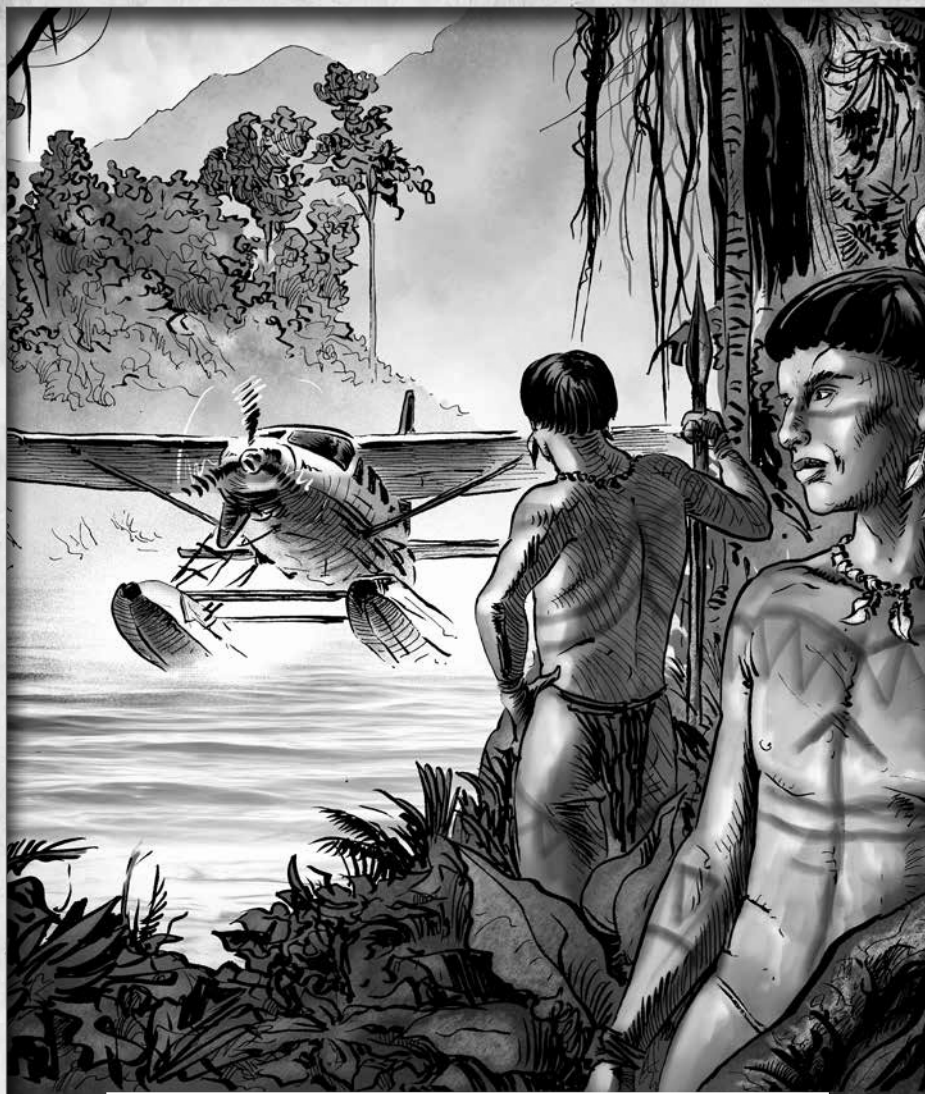
THE JUKEBOX

In order to use this rule in your game, the GM or another player must prepare the "Tropicana Jukebox": one or more CDs (or a playlist on your computer or similar device) with a variety of songs suggested by the players and the GM. Each player can choose up to 4 songs or tracks, and the GM can choose his own 4 songs too. Note that four is not a mandatory number: a large group can

MUSIC TO MY EARS

Every time the group starts a combat, dramatic task, chase, social conflict or seduction attempt (and in any other situation exciting enough), play a random song from the CD or playlist. The character who chose the song instantly receives a free Benny that he can use for the duration of the song. If the song ends and the benny has not been used, it's lost. Note that only the character who chose the song benefits from the Jukebox benny, even if two characters share the same favorite music.

Jokers are Wild: Whenever a player receives a Joker, besides the usual benefits of the Savage Worlds rules, she can choose to skip the current song and have a new random song.



CHAPTER 6:

COMO PUEDE SER VERDAD? (GAME MASTER GUIDE)

This chapter and the following are expressly dedicated to the Game Master and players

should not read them. If you think you will play Tropicana as a hero, a badass or a smart

adventurer, stop reading right now, grab your mojito and wait until the Game Master has read it.

1 - GAME MASTER SPECIAL RULES: AGENCIES

AGENCIES AND RENOWN POINTS

Agencies develop and grow just like player characters. As the Agency completes missions and solves cases, word spreads of their feats and endeavours. After each adventure, award the Agency 1 Renown Point.

THE AGENCY EVENTS TABLE

The "business as usual" of an agency is usually kept in the background, while player characters solve major cases and missions, but activities can sometimes get far from the ordinary.

At the end of each month in game time, one of the players draws an Action Card. If it is a face card, check the table below.

AGENCY EVENTS TABLE

CLUBS

Jack: One of the Agency Contacts decides to cut all ties. The Agency loses a random Contact.

Queen: Business runs slowly. Halve the Agency Bennies for the next adventure, and the Agency earnings are halved for this month.

King: A random Agency Employee decides to take a less dangerous job and quits!

Ace: The Agency messes up some minor cases and loses 1 Renown Point.

DIAMONDS

Jack: Business runs smoothly and the heroes gain x1.5 the usual earnings.

Queen: Business flourishes and the heroes gain x2 the usual earnings.

King: Business is booming and the heroes gain x2.5 the usual earnings.

Ace: The Agency solves a series of minor cases and gains one Renown Point.

HEARTS

Jack: New recruit! A random Employee offers to join the Agency's ranks.

Queen: The Agency helps someone who might, in turn, help the Agency. The Agency gains the Contact Edge, and all the characters of the Agency can benefit from it. The GM determines which organization is involved. Some examples: the government, the Guardia Civil, the Army, the Frente de Liberacion, a crime organization, intelligence agency, ethnic group or large business within the city.

King: One of the Agency Employees gains an advance.

Ace: One of the Agency Employees discovers something interesting: roll a Tropicana Secret.

SPADES

Jack: The Agency disappoints or irritates a minor thug and gains the Enemy (Minor) Hindrance, which affects all its members.

Queen: One of the Agency Employees is heavily wounded while involved in a minor case. A random Employee must make a Vigor roll. If the roll is a failure, the poor Employee is dead. On a success, the Employee survives the wound but needs to recover and won't be available for the next month. On a raise, the Employee recovers fully and the event has no consequences.

King: The Agency messes with the wrong people and gains the Enemy (Major) Hindrance, which affects all its members.

Acc: The Agency irritates the Guardia Civil with minor infractions, and must pay a fine of 1d4 x \$1000 x Rank.

Joker: Draw three more cards.

2 – GAME MASTER SPECIAL RULES: TROPICANA SECRETS

TROPICANA SECRETS TABLE

When a player draws a Nine using the Events Between Adventure rules, the character gets to know something interesting, which may become the springboard for a new adventure.

This table offers a series of elements from which you, the GM, can invent an interesting adventure hook or choose to reveal some of the less known information of the Tropicana setting to your players. Draw one Action Card and read the result on the table below.

SECRETS TABLE

DEUCE – I KNOW A GUY WHO KNOWS A GUY.

The character has overheard or discovered that someone might know something interesting. Draw one more card to determine what the 'guy' knows, and tell the player that if he wants to know the whole story, he'll have to ask the 'guy'. The guy might or might not want to share the information, of course!

THREE – DEBT.

Someone owes money to the wrong people and might be in need of protection! It might be someone from one of San José's institutions, or from a foreign group.

FOUR – STRUGGLE WITHIN.

A war is about to break out within a criminal gang, an intelligence department or another dangerous group in San José.

FIVE – STRANGE BEDFELLOWS.

A weird alliance of some sort between two very different groups seems to have started. There must be something big going on, if two enemy groups have decided to work together.

SIX – DOUBLE AGENT.

The character has discovered the identity of an infiltrator within an organization or institution. It might be a spy inside a criminal gang, a terrorist within the army, a rebel within the police, or the opposite of those examples.

SEVEN – EVENT.

The character finds out that something important and secret is going to happen: an exchange of prisoners, a delivery of illegal goods, the arrival of a wanted criminal, a memorable theft, or a great escape.

EIGHT – THE RIGHT PLACE.

The character finds the secret location of something important: a map to an ancient treasure, a house with a strongbox containing unique jewels, the hideout of a crime lord, a secret warehouse full of experimental military gear, the address of a secret Intelligence Department.

NINE – ROMANCE.

The character finds out that an impossible love story is going on between two NPCs who are on opposite sides of a conflict: a terrorist and a spy, a rebel and an army officer, and so on.

TEN – CASH!

The character has found out that lots of cash are about to move through town: to be delivered to El Banco, or to pay handsomely for some unscrupulous job.

JACK – TROUBLE.

An important NPC is in trouble and might need help. Maybe the NPC cannot openly ask for

help, or the trouble is already preventing him from asking, or he doesn't know yet about the impending trouble: a kidnapped white collar worker or celebrity, an honest police officer who is going to be framed, a spy whose cover is blown.

QUEEN - TRUCE.

Two rival factions have come to a temporary truce.

KING - FOR SALE.

The character finds out that one NPC within an organization is willing to sell information about his employers' activities.

ACE - SPY AND LET SPY.

The character recognizes an apparently innocent tourist, employee or businessman is actually an undercover secret agent.

JOKER - DARK SECRET.

The character finds out a piece of information about one the darkest secrets of San José.

3 - A SANDBOX FROM WHICH YOU CAN ESCAPE

One of the main characteristics of Tropicana is that all the action, adventure and mystery are concentrated in the Republic of San José, in the town of the same name, between the islands in front of the mainland, in the jungle, the rivers and the mountains of its hinterland. It is a deliberately restricted sandbox, with very well-defined borders.

Tropicana is a game set in a country of approximately 21,000 square miles, surrounded by territorial waters, heavenly on the surface but full of secrets in its depths,



a metropolis, with skyscrapers concentrated in the city center and boulevards, villas and suburbs all around, and a jungle. It is a small playground compared to other nations, fantasy worlds, unknown planets and even entire galaxies to explore.

Actually, the added value of Tropicana is precisely that the game has a lot of elements, points of interest, and contrasts concentrated together in one convenient spot. Gangsters, spies and busybodies from all over the world hang out there, and so players can be in the same place and still face Eastern European gangsters, US smugglers, or Revolutionary Armies from Central Africa. Since a lot of illegal worldwide traffic involves San José and its dreaded Banco, this port unencumbered by international law is the very heart of the underworlds from the five continents and offers lots of possibilities for action.

At the same time, mysteries of the past, hidden archeological secrets and weird science have a unique confluence in this place. Pirate treasure, pre-Columbian cults, ancient mysteries from outer space, terrifying unsolved historical puzzles, ruthless organizations with many secrets to hide, cutting-edge and spy-fi corporations that are plotting to change the fate of the world: all you want to put in your Tropicana stories has a point of reference in one of the characters or organizations that already have their headquarters in San José.

Setting your adventures in the República Presidencial de San José allows you to investigate strange murders in Villa Rosada, then descend buried passages in the old town of Zamora, explore caves filled of pirate pitfalls in La Marina, emerge from secret tunnels right into the Fuerte Ventura military base, steal a helicopter from the unsuspecting soldiers of the Armada, flee north to the Mountains and land among the rebels and then go into the Lost Valley in search of monsters and spaceships stranded in the jungle. All in a few hours...

If you have had enough of San José, your adventurers may range beyond the borders of this tropical country and, for that, you just need some commonly available information

on their destination and a dotted line on your map. Your heroes could follow the trail of a murderous gang from the skyscrapers of La Dorada up to the cities of Central Asia, they may fly away on a small twin-engined plane and try to reach Mexico or the United States to escape the vengeance of the Centurions, they could vanquish a cartel of traffickers at their bases in Cuba, Haiti and Colombia, they may even decide to follow in the footsteps of the Ancients in other places on the planet: the ruins of Byblos, Antarctica, the sea bottom of the Pacific Ocean or the very middle of the Sahara.

In Tropicana you will still find all the information you need for adventures beyond the borders of the country. For example, the new martial-arts-related edges, the new weapons, vehicles and gadgets available and the new enemies in the bestiary are just as useful for adventures beyond San José.

SHAKEN, NOT STIRRED

Tropicana consists of three distinct elements, which we recommend should have a place in any adventure or campaign you decide to play with this Savage Setting: Action, Adventure and Mystery.

The city of San José is the best place to set adventures and scenarios Action style! Shootouts, chases using motorcycles, helicopters and speedboats, robberies, assaults, explosions, blatant thefts of money or jewelry, clashes between gangs and lords of the underworld, lead and silver falling like rain and broken glass everywhere... and what better place for that than a city founded, governed and frequented by all sorts of traffickers, smugglers and criminals?

The impenetrable jungle of the Boca Verde, the many branches of the Rio Grande and the Sierra mountains are the best place to set the most breathtaking stories of exotic Adventure. This isolated region is filled with savage natives, forbidden valleys, half-buried pyramids, mysterious cults, wild animals, living fossils, snake-infested swamps, abandoned missions, rebels, adventurers, emerald smugglers and corrupt soldiers. How many hidden treasures have

yet to be discovered? How many relics of the past are there, waiting to be found and brought to the museum or sold to the highest bidder? How many terrifying monsters await in the black heart of the green forest?

Even Mysteries have their place in Tropicana: too many incredible events have occurred in the history of the settlement and too many strange things still happen, far away from international control and accurate research. The locals call the strangest things that happen here “Fenomenos” and foreigners need to learn to live with them, if they want to understand San José... or simply survive. Le Grand Bleu has more secrets than the entire Bermuda Triangle, while the disturbing research centers of the Fontaneda Foundation seem to hide, behind their fences and their sci-fi security systems, all the mysteries of the sea, the earth and the sky of the country. And what is the true nature of the Ancients worshiped by the Coreima indios in the heart of the jungle?

Any Game Master and gaming party could certainly focus on just one or two of these main elements, according to their inclinations.

You can play Tropicana without worrying about Fontaneda Foundation, the mysteries of the deep sea, the Black Jungle or all of those “Fenomenos”, and simply hunt down drug lords or face the gang wars in the Barrios. Or you could just seek pirate treasures, conquistadores’ gold and indio relics, without paying attention to all those billionaires and spies that are out there. The three elements are shaken, not stirred.

But Tropicana is a cocktail with three different ingredients and this diversity is also its strength. Every time you decide to play an Action story, add at least one Adventure element, and a Mystery one. For example, in the villa of the criminal boss the heroes are going to attack there may be terrifying jaguars that the boss keeps as pets, and his wife might be a Calibana expert, able to influence the actions of their minions



or of the heroes themselves. Or, while you let the adventurers follow the tracks of the ‘McGuffin’, put them up against Morisco thugs, armed with machine guns and daggers, and whip out a hoodoo curse against those who dare violate the sanctuary when the last part of the map has been found. Or, while the intrepid heroes are trying to infiltrate the observatory atop Mount Malibuya, to verify the data of that dark astronomical prophecy the mad professor mentioned before killing himself, put them in front of a couple of imperial condors and a couple of soldiers’ jeeps, armed with machine guns.

So, prepare your Tropicana cocktails with doses of Action, Adventure and Mystery and remember: shaken, not stirred...

WHERE TO START?

Great, you're all sitting around the table and you, the Game Master, have clear in your mind where you want the adventure to go. But, at hero creation, you need to put the group together without forcing them to know each other, so the characters interact and become a team.

Where to start? Here are some ideas:

The Agency: Why not start directly with a "Special Services Agency"? Chapter 4 is designed to let the heroes start in the most easy and practical way. An Agency is a well-known cliché of action, adventure and mystery stories and it fits perfectly in Tropicana. Heroes may all be part of a single agency that deals with cases and problems of various kinds (or just of a specific kind, if this is your vision for the current campaign): The "Toucan Travel Agency" could organize trips and explorations in the Boca Verde, "Kalashnikov PI" specializes in investigation and personal security, the "Ghostmashers" usually investigate Fenomenos and paranormal activities and "San Sebastian Special Services" tries to deal with everything...

If the heroes have no time or inclination to put up their own agency, San José is full of agencies ready to be used, not to mention the fact that the Game Master can create his own in a few minutes and serve directly as patron of the group.

The newcomers: If the group is made up mostly of foreigners (tourists, musicians, athletes and wrestlers on tour, off-campus students and researchers, etc.) recently arrived in San José, the initial engagement may be focused on a triggering incident that gathers them and pushes them together in one direction. These kinds of characters usually begin their stay in the districts of Villa Rosada, Bahia del Sol, La Marina and Ocean Boulevard, or among the islands. They could get caught up in the hijacking of a tourist plane in which they are flying, or a mutiny on a yacht that brings them to the islands, or an assault by minor gangs such as Torpedos, Smoking Aces or White Wolves,

or a demonstration by the Green Brigade, soon countered by the Tercio. This could be the best way to bring together people with different backgrounds and expectations. Start your story with a nice BOOOM, and you will see things get interesting right away. There will be time later to explain...

Students, researchers, and professors:

Do you want to focus on adventures involving a research institution? Make sure that your heroes are part of one of the faculties of the University of San José, the TIP, the Old Hospital, the beach-based "Free University of Surf" in Bahia del Sol, Ocean Park in Little Torpedo or the Reserve. There will always be professors or departments ready to finance an expedition somewhere in search of a lost object, a new species, or some other important scientific objective. In addition to researchers and students, this kind of mission will certainly need men of action, guides, drivers, fixers and more. Do you really need more to start?

Young hearts in search of adventure:

If the party is composed mostly of foreign students or josefini who want to try some thrills (activists, beach dudes, knaves), what better than spending a night in a café at the Villa Rosada, and organizing an adventure to have some thrills? There is, for example, the Old Asylum, down in La Laguna, or the Miramare Hotel in La Marina, which are both said to be haunted by ghosts. Or they could decide to try urban speleology down in the buried ruins of Zamora. Or to go and seek trouble overnight at Terramar, where the Corte Clandestina meets. Or perhaps it could be the right moment to teach a lesson to the band that beat up Octavio, a few days ago...

Men of faith and occult investigators:

In San José there is no shortage of opportunities to be caught in bigger and darker secrets than political corruption and organized crime. Don Pedro de Larena, the right hand man of the Bishop and the principal exorcist in San José, knows too many dreadful things about this country and its dark side and is always looking for brave and faithful people to fix things in God's name. Rabbi Maracay, the Santero Delgado from the Regla, the Christian Fraternité and

Tio Vicente (all characters and organizations linked to a specific cult) do the same. They are all personally committed to oppose Fenómenos, the Evil One and his minions in the country: the perverse priests of the Cult of the Ancients, the mysterious Chameleons, the ferocious Calibaneri of La Laguna and other madmen, each more or less endowed with real dark powers. And even those who are not aligned with a religion or an official cult, but for one reason or another are linked to the unknown, will still find plenty of opportunities to get together and investigate monsters and men corrupted by evil and dark secrets: the Tropical Institute of Parapsychology, Radio Insomnia and some agencies of the country deal specifically with these cases.

Worldly men: If the group is mainly composed of experienced adventurers or smart knaves, already accustomed to this kind of life, who ended up in San José and who knows how and why, then none of these hooks are necessary. If the characters have already been "in the game" for some time now, then they probably know each other, at least by sight or reputation. A big hit, a favor, vengeance, the "right thing" to arrange, or an easy job for smart people could all be perfect hooks for putting them together. As long as a character has a personal reason for an adventure, you have your team ready for the heat.

A mission to accomplish: In secret, though this is known to everyone in San José, the city hosts the headquarters of many international special services, groups of mercenaries, and undercover agents from Interpol or other supranational institutions of justice. The representatives of these organizations must often avoid the front line and need locals, reliable and efficient, to accomplish their tasks both large and small, and their missions, dangerous or otherwise. A "mutual friend" could bring the heroes together around a small table by the pool and offer them colorful cocktails, while handing over files and sealed envelopes full of money...

Tough guys: And then there are the tough guys... former secret agents, mercenaries in

search of a job, seasoned detectives, mixed martial arts fighters that punched too hard, ruthless smugglers and criminals too tough to get pinned down... To put together four or five guys like these, you really need a special occasion, something unique. Perhaps Isabel Scaramante is going to hire the best in town for a one-way mission into the Boca Verde. Or some specialists are needed to enter the territory controlled by rebels and place some explosives in Miguel's headquarters. Or even everybody is in jail in La Hermosa and someone is organizing the Great Escape... Or maybe the rumors are finally true after all and there really is some crazy guy planning the Big Heist at the Banco...

HOW TO SET THE MOOD

There are many ways to play Tropicana and many styles you can use for your adventures. Here are some tips for planning specific sessions.

Tropicana Absolut: One part Action, one part Adventure and one part Mystery, Tropicana mainly comes like this. Take a few ready-for-action heroes, throw them into an illegal race in Terramar in a car that suddenly catches fire, or in a fight in one of the bars of El Lagarto, or even on a boat attacked from above by a helicopter. Let them discover that what they have encountered is just a part of a conspiracy to prevent some dark machinations coming to the surface. Somewhere there is a man with a briefcase chained to his wrist to find, before the bad guys do. An endangered girl appears from somewhere and asks for help, increasing the involvement of the group. The briefcase contains an Azcali medallion, depicting a lost pyramid and symbols that are the key to finding it. Hit men armed with knives begin to appear around every corner, and only a particular Greek antiquary can help to translate the symbols. An old friend pays for a plane to fly over the jungle and land at an airfield near the coordinates of the medallion, but awaiting the heroes on the spot there are disturbing signs that the legend of the cannibal monsters mentioned by the Greek was not entirely a myth...

Detective story, hardboiled and noir: The law in San José is not always right and the balance is always on the side of those who have the money to pay the best lawyers, witnesses or courts... Relatives of some victims who have not had (or will not have) justice want to discover the truth about what happened, an exotic dancer comes to the agency of our heroes or a seemingly motiveless murder takes place on a resort-island. You could start with a series of investigations by night, in the most dangerous districts of the city, among infamous premises and decadent playboys. The tropical climate of the Peninsula is not the most stereotypical for this kind of adventure, but if by chance a hurricane is coming, things change: winds and rain sweep the streets and the festive mood is turned into a rarefied, dangerous and humid one, where bars and hotel lobbies are the only shelter against the weather. In these stories, things are never what they seem and twists should abound. Maybe someone is using spider venom to madden his victims and let "accidents" happen to them. Or the "customer" is not who he claims to be. And neither is the culprit. And neither is the victim. Remind the heroes about the laws in San José regarding surveillance and wiretapping and put them on the alert. The person they are looking for might turn against them like a snake or call the police or his ruthless lawyers, if our heroes are too intrusive. And finally, of course, a nice shootout to end the story.

Horror: The Costa Verde is a place of ancient curses, primordial secrets hidden in the jungle or on the seabed, pacts made with the dark powers centuries ago, cabals of occultists who rule the country and a kind of tropical witchcraft called Calibana, that is also said to resurrect the Dead.

Horror in Tropicana can be based on three major assumptions, all correct:

1. In this region an ancestral pre-human horror lies somewhere beneath the sea, at the bottom of the oldest caves and in the corrupted heart of the jungle. This horror has been there since... forever. It

is dormant, but during the last century it started to wake up...

2. The whole nation was founded and today is run by a cabal of oligarchs who remain in the shadows. For centuries they have been using the "dark fruits" of the ancestral horror sleeping in the country for their own advantage. And now it is starting to ask them for its payment...
3. Signs and hints of this hidden horror turn up here and there in the city or in the hinterland: cannibalistic cults, mutated creatures, dead rising, lost and degenerate races, dark and deviant cults, people turning mad...

In any case, if the heroes face these kinds of enemies and situations, they will soon find themselves alone and lost in the wilderness together with the Enemy, or persecuted night and day by shadows and presences that are more and more disturbing. Their bodies may change and decay, their minds could start to fall into madness, their appetites become *stranger and stranger*...

Military fiction, espionage and action thriller: Cast aside all that voodoo nonsense, pirates and indios and throw down a gritty, realistic story, of jungle warfare, guerrilla fighters, military violence and corrupt politicians, in a forgotten corner of the world. The government of our heroes has decided that the Gutierrez regime must be brought down and hires them to foment civil war in the country. Our heroes are parachuted into the jungle somewhere and have to fight their way through the marshes to the Sierra, convince the Frente rebels to give them command of operations and perform a series of diversionary missions to distract the Army. When General Salazar loses control and unleashes his offensive, our guys will sneak behind enemy lines and into the city using an armored speedboat to attack the Palace of power and clash with McCain's mercenaries.

At the end, a huge explosion will blow up the government building, heralding the end of an era and a new beginning for San José.

Urban fantasy: Focussing on the Mysteries of Tropicana might be the best way for most players to approach this setting. An



exorcist nun armed with a rifle, an Azcali guide tattooed with spells, an English antiquarian interested in mysterious relics and a Calibanero charlatan who pretends to have real powers could be the Scooby Gang that is right for you. So, ready, steady, go with a hunt for the most powerful relics hidden in the ruins of Zamora, a fight against the Calibaneras to challenge Miss Sabana herself, an exploration into the jungle to find out what happened to the Spanish missions or a visit to the haunted mines of the Sierra, constantly watched over by the servants of the founders of the city, who seem to be mysteriously still alive and control the country from their homes on Malibuya...

The supernatural and the uncanny are at home in Tropicana and there are many ways to play with them. As a Game Master, focus each time on a single "mystery" or weird

menace and allow the heroes to reveal or defeat it, but remember that all the plots should build to a single revelation and a final enemy, that the heroes will inevitably face in the end!

TROPIC ARCANA

Tropicana is composed of one-third Mystery and here are many hidden horrors and supernatural secrets that lie in the streets of San José, in the deep sea or in the jungle: Azcali cults, Caribbean witchcraft, monsters without a name, living dead, miracle medical treatments and a dangerous enemy, as yet unidentified, known as "the Chameleon".

Yet, Tropicana heroes are ordinary men and women, with no arcane powers of any kind or weird trinkets, superpowers or artifacts carved in lost languages. Why?



The answer is simple: most of the fiction that inspires the game features tough and very down-to-earth heroes. Even when these adventurers and knaves face the occult or the supernatural, their attitude will let them deal with these threats, but they will never fully understand or master them.

In Tropicana the uncanny, supernatural and horrific are things that cannot be explained or classified, and should remain external to the game mechanics. This means that access to “special” characters, edges, organizations or cults is outside the basic possibilities offered by Tropicana, although it may be the subject of future extensions of the game or specifically-dedicated modules.

For now, your heroes will encounter fear, horror, the impossible and the superter-natural... but they will be ordinary people without uncanny powers, for which every element of this kind is still extraordinary and miraculous.

GANGS, MOBS AND SYNDICATES

Criminal organizations in San José are numerous and new ones are added continuously, while the balance of power in the city constantly changes. Attacks and gang wars are usually made out of sight of tourists and billionaires and rarely is a bullet fired in Villa Rosada, La Marina, La Dorada, Costa Nigra, Costa Calibana, on the most visited islands or on the Boulevard. Committing acts of violence in places so exposed and vital to the country's economy would end the delicate “social contract” between the Junta and criminals and retaliation would be, for once, immediate and effective. However, La Laguna, the Sagrados and the Barrios are not exactly in the spotlight, and major feuds and battles are conducted in these areas forgotten by the Civil Guard and by the politicians of the country.

Even the fortified villas, the bunkers, the hidden nests and the operational bases of the criminals and their bosses are “low interest” places for the Law of San José and what happens in some lawless fortress does not matter to anyone but criminals themselves.

Actually, illegal but not particularly violent actions are tolerated quite well in the rest of the city. Scams and backroom deals are part of the urban mythology of San José and even tourists find them funny, unless they are directly involved. Cat burglary

and unarmed robbery, pick-pocketing and discrete infiltration, fraudulent betting and casino cheating do not bother anyone, and in fact contribute to the general atmosphere of this gangsta's paradise.

On page 88, in chapter 7, you will find the description of a series of shady types, criminals and scoundrels of all kinds that infest the city, from the aggressive and bulging-eyed homeless of La Laguna to the Chief of Chiefs Carlos Mendoza.

Meanwhile, consider that the general structure of the underworld of San José is the following:

Desperados Without a Future: The worst of the worst that the city has to offer: the dregs of society, who have survived decades of gang wars, violence, bankruptcy and imprisonment only to be a minor obstacle on the path of Novice heroes. They could evoke more pity than fear in the players, but let them lower their guard and these Desperados will prove to be as despicable, treacherous and lethal as anyone else. They are usually located in La Laguna, Barrios and Sagrados, or in the prisons of the country.

Third-rate Gangsters: Members of the shoddiest gangs of Barrios and Sagrados or independent scum that hang out around the Lagarto or the Corte Clandestina, or even old rogues trying to put on a little racket on their own. Nothing that a group of heroes can't take down easily, unless they are too numerous in their attacks. Some of them might not be so bad or so naive as they seem, and could join the heroes or become an ally or a contact. They could represent the knaves that could also be a PC and they are comparable to a Novice character. Very popular among Barrios and Sagrados and, of course, in prison.

Patent Bandits: Those who have been doing it for years, do it for a living and so do it quite well. They are members of well established gangs, such as the Smoking Aces, the White Wolves or the Calaveras, or the most dangerous among the Sagrados gangs. Alternatively, this group may include

smugglers and traffickers, the pirates of the Puerto Pesquero, the families of San Telmo, the Orphans and the Gypsies. Most of the members of the Lagarto's entourage or the independent criminals you can meet in the Corte Clandestina fall into this category, as well as the lower ranks of the manpower in the bands of the so-called Ambassadors of Crime. They correspond to Seasoned rank characters and some of them could also be Wild Cards in an adventure for Novice heroes.

Professionals: Now you must be careful, because this scum could get rid of our heroes quite easily. They are tough, they are experienced and they know how to use weapons. And, when they have to shoot, they do it first and too damn well. The most dangerous members of the Barrio gangs are included in this category, as well as the Salamandros, the Mama Negra, the Strangers of Teokritos, the Torpedos and the henchmen of the Morisco and the Dutchman. Regular members of the Embassies of Crime match this category and the same is true for the most dangerous independent criminals who conduct their business around the city and the country. They correspond to Veteran rank characters and one of them could also be a key player in one of the adventures for Novice and Seasoned heroes.

The Heads: There is little to add - the criminal kingdom in San José and often in the rest of the world is in their hands. They are the mob bosses, the most wanted men on Earth, with a greed that matches their ruthlessness and efficiency. They are all Wild Cards, of course, and taking down even one of them could be the end (or start) of an entire campaign!

But who are the most powerful and dangerous heads in town?

Carlos Mendoza is by far the most wealthy, powerful and well connected of them all, head of the criminal organization with the highest turnover, with links in every local institution and power, including the army and the rebels. Mr. Sabado is in second place, and he doesn't like it. He has on his side even more ferocious and psychopathic henchmen than Mendoza's, not to mention

that his sister is the Queen of Calibana and her dark powers and influence often help her brother.

The Dutchman and the Mama Negra come directly after the first two actors in town, while El Morisco, El Lagarto and "Napoleon" Dawson are a step lower, but still able to wipe out any of the bands or smaller gangs of Sagrados, if they want to (although the Gypsies and Smoking Aces would still be ugly fish to fry). Two exceptions are Le Fantome and The Block, which seem all-powerful and unreachable, but are lost somewhere in their business and are "minor" only because they are not interested in what is happening daily in the streets.

All of the "Embassies of Crime" and the most powerful Barrio gangs are somewhere between the Dutchman's organization and that of Mendoza, with the exception only of the Unrevealed of Madame Lily, that might be able to smoothly wipe out even the Cartello of Mendoza in a few hours, if what is suspected about this organization is true.

Thinking about it, instead of letting the heroes deal with one of these gangs, you could put on a nice gangwar, throw in your friends and see what happens...

SPIES, CONTRACTORS AND CONSPIRATORS

Gangs and common criminals are only one side of Tropicana.

There is a whole other world, larger, more powerful and multifaceted, in which the game is played at a higher level. It's a world of spies and intelligence agencies, international crime lords and powerful conspirators, worldwide traffickers and corporations, companies of ruthless mercenaries and

efficient contractors: a clash between governments, ideologies and secret organizations for control of strategic resources, territories and continents, billions in procurement and the consensus of hundreds of millions of people. This is the "Great Game" played in Tropicana, in which you, the Game Master, may decide to involve the heroes.

This time, the most common settings will be the Casinos of La Marina and the Boulevard, the fashionable resorts in Punta Brava, on the coast and on the islands, the skyscrapers and palaces of the corporations of La Dorada, although some more exotic scenes could be set in the Barrios and other outlying areas of the country.

Everyone knows that San José is full of spies, double agents and informers. Few people really understand how complicated this situation is.

The Tournament of Shadows: First of all, every intelligence service with a certain relevance in the world (and many others not included in this category) has its own entire Department, small or large, located in San José. These typically include an operations manager, a dozen or so low-level agents as observers and analysts, a network of local informants, and some over-trained field agents, ready to spring into action when needed. Special agents, technicians and other operational staff go back and forth all the time between San José and their homeland, wherever it is.

Since you cannot securely access the classified databases of another nation from San José, every local HQ must have in-house databases on paper, digital or other more "exotic" formats, to work with. The constant coming and going of couriers who physically carry the data



to and from San José is one of the main causes of bombings, kidnappings and fights between spies in the country. At the same time, the interaction of so many intelligence agencies in the same place and the typical promiscuity of spies in San José causes an exponential growth of betrayal, false alliances, double plays, counterintelligence, more so than in any other strategic area of the planet. In a nutshell, in San José, anything goes when the lights are out, and secret services are ready to intervene directly from their country to send killers, high level agents or executives to "clean up" situations of betrayal, cheating or operations gone wrong. Every day in San José is good for what has been called the *tournament of shadows*: each agency's continuous challenge to defend against all the others, cheat them all and excel in the chaos of this damned country.

The Chessboard: Yes, OK... but why are all these agents right here? The question is a good one, and the answer is that San José is currently considered "The Chessboard" for worldwide crime lords, rogue governments, international terrorist organizations, conspirators and secret groups of all kinds. Here is El Banco, the safest bank in the world for keeping dirty money, the counter from which to manage every transaction and the laundry through which clean it up and recycle it for any other purpose. Here the network is *really* encrypted and the infrastructure provided and watched over by Moriarty Manufacturing prevents any "snoop" out there from intercepting communications, conversations and information transmitted through it. Here, international laws and Interpol arrest warrants have no value and the most wanted criminals in the world can come together smoothly, shaking each other's hands on the Boulevard, under the sun.

This is "the place". The "Embassies of Crime" from all around the world are only the average level of this paradoxical situation, even in the middle between simple criminal gangs and worldwide organizations, while the ethnic gangs of the Barrios are at the lower level. But high above the heads of both of these groups fly the great enemies of mankind: The Unrevealed

made San José its headquarters, as well as Fenrir Financial, the Blackwolves and Emir al Zuwawa's Space Federation. The Charte Blanche meets regularly in this country, while wanted heads of organizations with branches around the world, such as Abdullah Nagat, the Black Prince, Uncle Grigory and Teokritos are now at home in this place. Where else should the spies and the intelligence agencies be?

The Great Game: Such an explosive mixture of criminals and spies would have already destroyed the country, if "El Presidente" had not put everyone in their place with his own private arrangements, made with both foreign nations and criminal organizations. Agents and criminals who want to come and play cops and robbers in his country are welcome, but they must comply with his rules.

First, order and peace must *pretend* to reign in San José: nobody can kill in the streets, shoot into the crowd, break into the skyscrapers of others with armed commandos or target people at the beach with snipers. The penalty for ruining the peace of the country and tourism in this manner is a complete dropping by El Banco, a seizure or freezing of all assets and the delivery of any confidential information to "anyone interested". And, believe me, nobody wants to see his own Banco accounts frozen and his phone records, HQ floor plans and full staff list handed over to the police and/or criminal cartels from around the world.

Second, San José remains neutral and does not endorse governmental nor criminal activities. The CIA wants to organize an assault on a secret den of the Chinese secret services? Uncle Grigory discovered the headquarters of the Russian SVR and has placed bugs there? Interpol has corrupted a Fenrir manager and is finding many strange connections between the Blackwolves and dirty wars around the world? Let them: the Tercio, El Banco and the ministers do not warn any of the parties in the dispute and let each play their own game. In the Great Game of Tropicana, San José takes the parts of the chessboard, the rules and the referee.

Everything else is a matter for the players ...

REALISM, SPY-FI AND WEIRD

The large criminal organizations that the Tropicana heroes can face are of different types, depending on the level of realism Game Masters and players want to give to their stories. Enemies such as Mendoza and his Cartello, the contractors of the Blackwolves, most of the Ambassadors of Crime and the Battalion are directly inspired by real life (unfortunately) and represent a realistic and mundane type of opponent. Pick up your weapons, explosives and surface-to-air missiles, because the bullets are made of lead and they really hurt...

Organizations such as the Moriarty Manufacturing, the BSI, the Charte Blanche and the Black Prince's are slightly over the top and represent a drift a bit towards the

more imaginative and futuristic end of the action genre. We have just entered the spy-fi style, espionage and thriller stories that always try to balance realism and pulp. And this is the best time to introduce gadgets and custom cars and motorcycles with all kinds of futuristic devices.

Definitely weird threats are the Unrevealed, the Space Federation and the Fontaneda Foundation: organizations ruled by stereotypical supervillains and criminal overlords who seem to be able to accomplish anything, have a network of loyal agents, picturesque assassins and stunning tricks. Against them rocket backpacks, hot rods and bullets will not be enough, instead the heroes will have to dig deep into the pulp style to deal with them...





CHAPTER 7:

LIVE AND LET DIE (BESTIARY)

This chapter offers descriptions and statistics for the most common creatures and people that can be met in Tropicana adventures.

SECTION 1: ANIMALS

ATLANTIC TORPEDO

(DARK ELECTRIC RAY)

Up to 1.8 m (6 ft) long and weighing 90 kg (200 lb), the Atlantic torpedo is the largest known electric ray. The Atlantic torpedo is capable of generating up to 220 volts of electricity!

They live on sandy, muddy sea beds, especially when young, and in coral reefs.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d4, Vigor d6

Skills: Fighting d6, Notice d4, Stealth d4, Swimming d6

Pace: -; **Parry:** 5; **Toughness:** 5

Special Abilities:

- + **Aquatic:** Pace 6.
- + **Bite:** Str+d4.
- + **Electric Discharge:** Once per day, on a successful touch attack the torpedo can deliver a burst of electricity to the victim, dealing 2d6 damage (AP 2).

BONE BADGER

More similar to a weasel than a badger, the bone badger is a dire mustelid that hunts birds and small monkeys in the jungle. It owes its name to its peculiar habit of breaking bones with its sharp, strong front teeth, to suck out the marrow, producing a unique, hissing sound.

Usually as big as a wolf, or dog, it is more agile and fast, and has black fur with a stripe of brown along the back.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d8, Notice d6, Swimming d6

Pace: 8; **Parry:** 6; **Toughness:** 4

Special Abilities:

- + **Bite/Claw:** Str+d6.
- + **Fleet-Footed:** Bone badgers roll a d10 when running.
- + **Go for the Throat:** On a raise, the creature hits the least armored spot.
- + **Size -1:** Smaller than a man.

CAIMAN

Caimans are the typical crocodiles of Central and South America. Usually smaller than alligators, most caimans are about 6-9 feet long.

Attributes: Agility d4, Smarts d4 (A), Spirit d6, Strength d8, Vigor d8

Skills: Climbing d4, Fighting d8, Notice d6, Swimming d6

Pace: 4; **Parry:** 6; **Toughness:** 8 (2)

Special Abilities:

- + **Aquatic:** Caimans can swim at a Pace of 5.
- + **Armor +2:** Thick, scaly skin.
- + **Bite:** Str+d6.
- + **Rollover:** Caimans often grasp larger prey and then roll over while holding the victim in their jaws. On a raise, bite attacks cause an extra 2d4 damage (instead of d6).

CAIMAN, BLACK

Black Caimans are the largest species of caimans. The largest can reach a length of 20 feet!

Black caimans are very aggressive, but quite rare: their skin is valued in the leather-trade, which has caused them to be hunted almost to extinction.

Attributes: Agility d4, Smarts d4 (A), Spirit d6, Strength d12, Vigor d12

Skills: Climbing d4, Fighting d8, Notice d6, Swimming d6

Pace: 5; **Parry:** 6; **Toughness:** 9 (2)

Special Abilities:

- + **Aquatic:** Black Caimans can swim at a Pace of 6.
- + **Armor +2:** Thick, scaly skin.
- + **Bite:** Str+d4.
- + **Black Death:** Black Caimans' dark hide works as a natural camouflage system. They add +2 to their Stealth rolls when in dim light, darkness or murky waters.
- + **Rollover:** Caimans often grasp larger prey and then roll over while holding the victim in their jaws. On a raise, bite attacks cause an extra 2d4 damage (instead of d6).

- * **Size +2:** Black Caimans are quite big predators!

DOLPHIN

Common dolphins are about 6-7 feet long, and are smart, playful creatures. Aquatic parks in San José often host dolphin shows, where dolphin trainers ride these intelligent beasts.

Attributes: Agility d10, Smarts d8 (A), Spirit d8, Strength d8, Vigor d8
Skills: Fighting d6, Notice d10, Swimming d10
Pace: -; **Parry:** 5; **Toughness:** 7
Special Abilities:

- * **Aquatic:** Dolphins swim at a Pace of 10.
- * **Bite: Str+d4.**
- * **Size +1:** Common dolphins weigh up to 400 lbs.

GIANT LEECH

In the murky waters of the jungle rivers, giant leeches have occasionally been reported. These revolting creatures can measure up to three feet long.

Attributes: Agility d4, Smarts d4 (A), Spirit d6, Strength d4, Vigor d4
Skills: Climbing d4, Fighting d4, Notice d4, Stealth d4, Swimming d6
Pace: 2; **Parry:** 6; **Toughness:** 2
Special Abilities:

- * **Aquatic:** Giant leeches can swim at a Pace of 6.
- * **Bite: Str+d4.**
- * **Camouflage:** Giant leeches add +4 to Stealth rolls when swimming in murky waters.
- * **Silent Drain:** The giant leech approaches its victim using Stealth. If unnoticed, it attacks. The victim must then make another Notice roll to perceive that the creature is draining his blood. If unnoticed and undisturbed, the leech inflicts one level of Fatigue every minute. The victim can roll on Notice every time he loses one level of Fatigue. If the Fatigue renders him Incapacitated, the victim dies!
- * **Size -2:** They are quite small creatures.

GIGANTOPITHECUS

Rare fossils and remains of this prehistoric creature have been found in the jungles and mountains of San José. Legends and rumours of living specimens abound among the Azcali tribes, but are usually dismissed as tall tales.

Elusive, strong-limbed and ferocious if threatened, these creatures usually avoid contact with humans.

Attributes: Agility d8, Smarts d8 (A), Spirit d8, Strength d12+1, Vigor d10
Skills: Climbing d8, Fighting d8, Intimidation d6, Notice d8, Stealth d8, Survival d8, Throwing d6
Pace: 8; **Parry:** 6; **Toughness:** 9
Special Abilities:

- * **Bite or Claw:** Str+d4.
- * **Size +2:** They are significantly bigger than a man.

JAGUAR

Jaguars are the largest felines of the american continent, and are the third largest felines after tigers and lions. They weigh between 100 and 200 lbs, and while their typical coat is usually yellow with black spots, color morphism is frequent and produces individuals with completely black coats.

Attributes: Agility d10, Smarts d6 (A), Spirit d10, Strength d10, Vigor d8
Skills: Climbing d8, Fighting d8, Notice d8, Stealth d8, Swimming d4
Pace: 8; **Parry:** 6; **Toughness:** 7
Special Abilities:

- * **Bite or Claw:** Str+d6.
- * **Black Coat:** Jaguars with black coat (usually known as black panthers) add +2 to their Stealth rolls when in dim light or darkness.
- * **Pounce:** Jaguars can jump on their prey, leaping 1d6" and adding +4 to their attack and damage. They suffer -2 Parry until their next action.
- * **Size +1:** Jaguars are strong-limbed beasts.

KILLER WHALE

The fearsome, black and white killer whale, or orca, is a dangerous predator, weighing up to 10 tons, and more than 25 feet long.

Attributes: Agility d8, Smarts d4 (A), Spirit d8, Strength d12+7, Vigor d12

Skills: Fighting d10, Notice d10, Swimming d10

Pace: -; **Parry:** 7; **Toughness:** 15

Special Abilities:

- * **Aquatic:** Killer whales swim at a Pace of 16.
- * **Bite:** Str+d10.
- * **Hardy:** If the beast is Shaken, a further Shaken results have no effect: they do not cause a wound.
- * **Large:** Attackers may add +2 to all attack rolls against a Killer whale.
- * **Size +7:** Killer whales weigh up to 10 tons!

MALIBUYA IMPERIAL CONDOR

Similar to a vulture, the Malibuya Imperial Condor has black feathers, with "crown" of white feathers at the base of the neck, which is long, strong and bare, showing the same black skin that covers the head and beak. The tips of the wings are lined with silvery gray feathers. Wingspan can exceed 10 feet, and larger males can weigh up to 30 lbs.

Attributes: Agility d8, Smarts d4 (A),

Spirit d6, Strength d6, Vigor d6

Skills: Climbing d4, Fighting d6, Intimidation d6, Notice d8

Pace: 1; **Parry:** 5; **Toughness:** 4

Special Abilities:

- * **Bite/Claw:** Str+d6.
- * **Blind:** If the Imperial Condor hits with a raise, it has hit the victim in the face. If a wound is scored, the victim must make an Agility roll or suffer the One Eyed Hindrance, which will only be removed when the wound is healed.
- * **Flight:** The Imperial Condor can fly at a Pace of 8.
- * **Size -1:** Not as big as a man.

MONITOR LIZARD

Monitor Lizards are large reptiles that can be as long as 10 feet, although most of them are smaller (about 4-6 feet).

Attributes: Agility d4, Smarts d4 (A), Spirit d6, Strength d8, Vigor d8

Skills: Climbing d4, Fighting d8, Notice d6

Pace: 4; **Parry:** 6; **Toughness:** 7 (1)

Special Abilities:

- * **Armor +1:** Thick, scaly skin.
- * **Bite:** Str+d6.
- * **Toxic Saliva:** Most monitor lizards produce a highly toxic saliva. Characters Shaken or wounded by the lizard's bite must make a successful Vigor roll or suffer one Fatigue level, that can be recovered in 24 hours.

MONKEY

This is your average primate, smaller than a man, nimble and annoying. Note that most of the primates of Central and South America have a long tail, are herbivores, and come in a wide variety of species, from black and white capuchin monkeys, to the tiny squirrel monkeys, and from the nest-building howler monkeys to the bald uakari with their typical and somewhat disturbing hairless and bright red faces.

Attributes: Agility d8, Smarts d6 (A),

Spirit d6, Strength d6, Vigor d6

Skills: Climbing d8, Fighting d6, Notice d4, Taunt d4, Throwing d6

Pace: 6; **Parry:** 3; **Toughness:** 4

Special Abilities:

- * **Bite:** Str.
- * **Group Behavior:** Except for stronger males, most monkeys act as groups. Every time one is defeated, the others must succeed at a group Spirit roll or flee.
- * **Howler Monkeys:** Howler monkeys can scream and attempt an Intimidation roll with a skill of d6.
- * **Prehensile Hands:** Most primates can handle objects. Some might have learnt to use weapons! All weapons are considered Improvised Weapons (-1 to Parry and to attack rolls).

- * **Prehensile Tail:** Monkeys with a prehensile tail gain the Acrobat edge.
- * **Size -1:** They are smaller than a man.
- * **Smaller Species:** Some species can be very small and therefore gain Size -2 (Toughness becomes 3) and Small (attacks against them suffer -2).
- * **Trainable:** While not as smart as chimpanzee, most monkeys can be trained to execute one or two simple tasks.

RED OCTOPUS

The southern red octopus weighs up to 20 lbs and its tentacles can be up to 3 feet long.

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

Skills: Climbing d12, Fighting d6, Notice d8, Swimming d10

Pace: 4; **Parry:** 5; **Toughness:** 5

Special Abilities:

- * **Aquatic:** Octopuses swim at a Pace of 8.
- * **Bite:** Str+d4.
- * **Entangle:** On a raise with an attack roll, the octopus entangles the prey in its tentacles. Treat this as a successful Grapple attempt.
- * **Size -1:** Red octopuses are quite small.
- * **Wall Walker:** Thanks to their suckers, octopuses can climb virtually any surface and only need to make Climbing rolls in the most adverse situations.

SHARK

For most sharks, you can use the statistics of either the Great White Shark or the Medium Maneater Shark, found in *Savage Worlds Deluxe*.

SNAKE

For most snakes, you can use the statistics of either the Constrictor Snake or the Venomous Snake, found in *Savage Worlds Deluxe*.

SWARMS

Rats, bugs, bats, and other small but nasty creatures can become a real danger when in large groups. Swarms are considered one large creature. When it is wounded, the swarm is dispersed. Swarms cover the area of a Medium Burst Template and attack everyone within it every round.

Attributes: Agility d10, Smarts d4 (A), Spirit d12, Strength d8, Vigor d10

Skills: Notice d6

Pace: 10; **Parry:** 4; **Toughness:** 7

Special Abilities:

- * **Bite or Sting:** Swarms inflict hundreds of tiny bites every round, hitting automatically and dealing 2d4 damage to everyone in the template. Damage is applied to the least armored location.
- * **Split:** Some swarms can split into two smaller groups (Small Burst Templates). Their Toughness is reduced by -2.
- * **Swarm:** Parry +2. Cutting and piercing weapons do no real damage. Area effect weapons work normally, and a character can stomp to inflict damage equal to his Strength each round. Swarms are usually foiled by jumping in water, unless they are aquatic creatures to begin with.

Special Swarms:

- * **Jungle Mosquitos:** Characters Shaken or wounded by their bites must make a successful Vigor roll or suffer one level of Fatigue, which can be recovered in 24 hours. This swarm has the Flight special ability and cannot be stomped.
- * **Jungle Spiders:** These tiny spiders inflict a mildly toxic poison. Characters Shaken or wounded by their bites must make a successful Vigor roll or suffer one level of Fatigue, that can be recovered in 24 hours. This swarm has the Wall Walker special ability.
- * **Piranhas:** These deadly fish inflict 2d6 damage to anyone within the template. The swarm has Swimming d10, the Aquatic special ability and of course cannot move on dry land. This swarm cannot be stomped.

SECTION 2: PEOPLE

These are the characteristics for most types of NPCs. Of course, individuals can vary widely, so feel free to adapt the stats to represent unique characters. Where a character's Charisma is different if you know him, it is shown like this: Charisma 0 (-4), meaning Charisma is normally 0, but when you know him, it becomes -4.

Wild Cards: Feel free to change the NPCs that you need for your adventures into Wild Cards. Some Wild Cards are included, and can be used as examples of how you can vary a basic template into a unique NPC.

TOWNSFOLK

The general population of San José, as well as the tourists and visitors from abroad, use the following statistics.

TOWNSFOLK

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

Skills: Knowledge (Trade or profession) d6, Notice d4

Charisma: -; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Various

Edges: Various

Gear: Various, according to situation and profession.

CRIMINAL ORGANIZATIONS

CORBATEROS (MENDOZA'S CARTELLO)

Corbateros are the most common, important and organized criminal cartello in San José. They handle cocaine traffic to San José and, from there, to the rest of the world. In the country they are respected, well-dressed and constantly high. They are feared by people and they demand respect, including from cops and politicians. Most of them are hispanic men, aged between 20 and 40, and they usually wear flashy shirts, black leather neck ties and/or white panama hats. They love easy money and fast cars, beautiful women and the good life in general.

Their name means "neckties", because they are often torture and kill their enemies by the "corbata colombiana" (colombian necktie): they cut their throats and pull the victim's tongue out through the cut. A very bad way to die. In any case, they have clinched a pact with the politicians, the Armada and the Guardia Civil and they avoid practicing violence in town, if nobody bothers them, of course.

CORBATERO CUTTHROAT

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

Skills: Fighting d6, Intimidation d4, Shooting d6, Stealth d4, Streetwise d6, Swimming d4

Charisma: -2; **Pace:** 6; **Parry:** 5;

Toughness: 5

Hindrances: Greedy, Mean

Edges: -

Gear: Switchblade knife (Str+d4); S&W revolver (range: 12/24/48, damage: 2d6+1, RoF 1, Shots 6, AP 1).

VETERAN CORBATERO CUTTHROAT

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

Abilità: Fighting d10, Intimidation d6, Notice d6, Shooting d8, Stealth d4, Streetwise d6, Swimming d4

Charisma: -2; **Pace:** 6; **Parry:** 7;

Toughness: 6

Hindrances: Greedy, Mean

Edges: -

Gear: Switchblade knife (Str+d4); S&W revolver (range: 12/24/48, damage: 2d6+1, RoF 1, Shots 6, AP 1).



RAMON MENDOZA

Ramon is Carlos' brother and the second-in-charge of the Cartello. He has none of his brother's planning or intelligence, but he is feared by everyone, highly skilled in shooting and completely faithful to Carlos.

His ability with the rifle is legendary and he trains by shooting birds (or unexpected and unwelcome visitors) around La Horca, the island where the Mendozas live, and in shooting competitions in town.

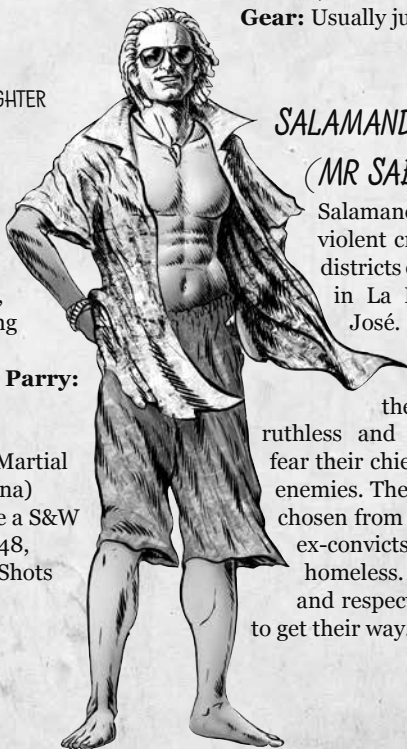
Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d10
Skills: Fighting d10, Intimidation d8, Notice d6, Shooting d12+1, Stealth d4, Streetwise d6, Swimming d4, Taunt d8
Charisma: -2; **Pace:** 6; **Parry:** 7;
Toughness: 7
Hindrances: Greedy, Mean
Edges: Level Headed, No Mercy, Professional (Shooting), Strong Willed
Gear: Switchblade knife (Str+d4); S&W revolver (range: 12/24/48, damage: 2d6+1, RoF 1, Shots 6, AP 1); Kar98 rifle (range: 24/48/96, damage: 2d8, RoF 1, Shots 5, AP 2).

ESPERANZANOS (MAMA NEGRA)

Mama Negra is a local "family gang" from Esperanza, a little town not so far from San José. They are smugglers and racketeers, but people (especially from Esperanza) usually see them as "good criminals". They normally avoid killing people, except the bad guys from Corbateros or Salamandros. In this case, they use poisons and martial arts, because everyone of them seems well trained in rootwork and Capoeira Zamorana, the local version of the famous martial art.

ESPERANZANOS STREET FIGHTER

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d6
Skills: Fighting d8, Intimidation d4, Shooting d4, Stealth d4, Streetwise d6, Swimming d4
Charisma: -; **Pace:** 6; **Parry:** 6; **Toughness:** 5
Hindrances: Greedy
Edges: Martial Artist, Martial Style (Capoeira Zamorana)
Gear: Some might have a S&W revolver (range: 12/24/48, damage: 2d6+1, RoF 1, Shots 6, AP 1).



ESPERANZANOS LITTLE MAMA

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8
Skills: Fighting d10, Intimidation d6, Notice d6, Shooting d8, Stealth d4, Streetwise d6, Swimming d4
Charisma: -; **Pace:** 6; **Parry:** 8;
Toughness: 6
Hindrances: Arrogant
Edges: Alertness, Block, Improved Martial Artist, Martial Style (Capoeira Zamorana)
Gear: Some might have a S&W revolver (range: 12/24/48, damage: 2d6+1, RoF 1, Shots 6, AP 1).



MESTRE MAMBA

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8
Skills: Fighting d12, Intimidation d6, Shooting d4, Stealth d4, Streetwise d8, Swimming d4, Taunt d8
Charisma: -; **Pace:** 5; **Parry:** 10;
Toughness: 6
Hindrances: Elderly
Edges: Combat Reflexes, Dodge, Improved Block, Improved Martial Artist, Level Headed, Martial Style (Capoeira Zamorana)
Gear: Usually just his bare hands and feet.

SALAMANDROS

(MR SABADO'S GANGSTERS)

Salamandros are a gang of crazy and violent criminals based in the lower districts of the town, and particularly in La Laguna, the slums of San José. Most of them are creoles, mulattoes and afro-americans, all faithful to the Calibana. They are ruthless and often addicted, and they fear their chief Mr Sabado more than his enemies. They are the dregs of San José, chosen from among seasoned criminals, ex-convicts, murderers and the violent homeless. They love to inspire fear and respect, and use physical violence to get their way.

SALAMANDRO SCUM

Attributes: Agility d8, Smarts d4, Spirit d4, Strength d8, Vigor d6
Skills: Fighting d8, Intimidation d4, Shooting d4, Streetwise d6, Swimming d4
Charisma: -3; **Pace:** 6; **Parry:** 6;
Toughness: 5
Hindrances: Habit, Mean (Minor)
Edges: -
Gear: Machete (Str+d6, AP 1); Uzi submachine gun (range: 12/24/48, damage: 2d6, RoF 3, Shots 32, AP 1, Auto).

SALAMANDRO THUG

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d10, Vigor d8
Skills: Fighting d8, Intimidation d6, Notice d4, Shooting d6, Streetwise d6, Swimming d6
Charisma: -3; **Pace:** 6; **Parry:** 6;
Toughness: 6
Hindrances: Habit, Mean (Minor)
Edges: -
Gear: Machete (Str+d6, AP 1); Uzi submachine gun (range: 12/24/48, damage: 2d6, RoF 3, Shots 32, AP 1, Auto).



THE ANACONDA

The Anaconda lives in an old and crumbling caravan surrounded by garbage, in La Laguna. He is a thug and a underground fighter, crazy enough to have the respect even of Mr. Sabado. The Anaconda has haunted eyes and the racial traits of a mix of afro-american and Azcali parents. No one knows exactly where he comes from. He stands about seven feet tall and a strange illness has made him hairless and toothless. Not as trained or as muscular as a professional wrestler, his monstrous physique made him famous anyway for his maneuvers of strangulation and crushing. The Anaconda fights in the most sordid pits of La Laguna and the Sagrados but he is banned from regular championships and generally works as a debt collector for the Salamandros.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d10, Vigor d12

Skills: Fighting d12, Intimidation d6, Notice d6, Shooting d6, Streetwise d6, Swimming d6
Charisma: -4; **Pace:** 6; **Parry:** 9;
Toughness: 9
Hindrances: Mean, Ugly
Edges: Block, Brawler, Brawny, Dirty Fighter, Improved Martial Artist
Gear: Usually his bare hands (Str+d6+2).

SMOKING ACES

SMOKING ACES MEMBER

These bikers are a real pain in the ass in town and they are still alive only due to the fragile pact between Mendoza and their leader Dallas Westwood. They drive old-fashioned motorcycles, wear black leather jackets and use revolvers and double-barreled shotguns.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d6
Skills: Driving d8, Fighting d6, Intimidation d6, Notice d6, Shooting d6, Streetwise d6, Swimming d4, Taunt d6
Charisma: -; **Pace:** 6; **Parry:** 5;
Toughness: 6 (1)
Edges: Steady Hands
Gear: Knife (Str+d4), S&W revolver (range: 12/24/48, damage: 2d6+1, RoF 1, Shots 6, AP 1) or double-barrel shotgun (range: 12/24/48, damage: 1-3d6, RoF 1-2, Shots 2, +2 Shooting), black leather jacket (+1 Armor to chest and arms), motorcycle helmet (+3 Armor to head, 50% chance vs head shot).



DALLAS WESTWOOD

The charismatic leader of the Smoking Aces, an untrustworthy doubledealer.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8
Skills: Driving d10, Fighting d8, Intimidation d8, Notice d6, Shooting d10, Streetwise d6, Swimming d4, Taunt d8
Charisma: 0-2 (-6); **Pace:** 6; **Parry:** 7;
Toughness: 7 (1)
Hindrances: Bloodthirsty, Mean

Edges: Ace, Block, Brawler, Charismatic, Combat Reflexes, Command, Hard to Kill, Luck, Natural Leader, Steady Hands

Gear: Knife (Str+d4), S&W revolver (range: 12/24/48, damage: 2d6+1, RoF 1, Shots 6, AP 1) and double-barrel shotgun (range: 12/24/48, damage: 1-3d6, RoF 1-2, Shots 2, +2 Shooting), black leather jacket (+1 Armor to chest and arms), Motorcycle helmet (+3 Armor to head, 50% chance vs head shot).

WHITE WOLVES

These young gangsters play at being night warriors but most of them are just rich, racist white teens. This doesn't mean they are easy to fight or harmless: they are obsessive, cruel and have lots of resources. They train in gyms and at shooting ranges, and usually move in packs targeting the defenseless.

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

Skills: Fighting d6, Intimidation d6, Notice d6, Shooting d8, Taunt d6

Charisma: -; **Pace:** 6; **Parry:** 5;

Toughness: 5

Gear: S&W revolver (range: 12/24/48, damage: 2d6+1, RoF 1, Shots 6, AP 1) or other fancy, expensive weapons, like katanas or Colt Buntline replicas.

CALAVERAS

These crazy gangsters are ruthless and completely mad. They all have the same skull tattoo on their face, and are difficult to distinguish from each other. They love to cut and kill people with their knives.

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

Skills: Fighting d8, Intimidation d8, Notice d6, Shooting d4, Streetwise d6, Taunt d6

Charisma: -2 (-6); **Pace:** 6; **Parry:** 6;

Toughness: 6

Hindrances: Bloodthirsty, Mean

Gear: Knife (Str+d4) or Machete (Str+d6, AP 1).

MORISCOS

The henchmen of El Morisco are loyal, skilled and fast, usually lethal. They always have a normal life as workers in San José, but when El Morisco asks

for them, they act as a sect. They prefer to strike when unseen, killing people with long daggers or threatening them in terrible ways.

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

Skills: Climbing d6, Fighting d8, Intimidation d6, Notice d6, Shooting d6, Stealth d8, Streetwise d6, Swimming d4, Taunt d4

Charisma: -2; **Pace:** 6; **Parry:** 6;

Hindrances: Mean (Minor)

Edges: -

Toughness: 5

Edges: Assassin

Gear: Dagger (Str+d4).

TORPEDOS

A smart gang of criminals who rob yachts and people on them, at sea or near the shore. They enter and exit the water with scuba suits and use spearguns and all kinds of watercraft. They usually try to avoid harming people.

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

Skills: Boating d10, Fighting d6, Intimidation d8, Notice d6, Shooting d4, Streetwise d6, Swimming d10

Charisma: -; **Pace:** 6; **Parry:** 5;

Toughness: 5

Gear: Knife (Str+d4), speargun (range: 3/6/12, damage: 2d6, RoF 1, Shots 1, AP 2 on short range). They often use scuba suits and fins, and tanks or rebreathers (see Gear section).

THE TRIBE

Mysterious and elusive as shadows in the night, this gang is made up of savages (or people pretending to be savages) that prowl the streets at night.

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

Skills: Fighting d6, Notice d4, Shooting d4, Stealth d8, Streetwise d6

Charisma: -; **Pace:** 6; **Parry:** 5;

Toughness: 5

Gear: Knife (Str+d4), Azcali blowgun (range: 5/10/20, damage: -, RoF 1, Shots 1, Azcali Paralyzing poison).

CRIMINALS OF ALL SORTS

DESPERADOS

Simply the lowest scum the heroes could face in an alley. They are desperate, motivated by need or a powerful "friend" that is forcing them to do a dirty job. They are usually armed with a short knife, a club, a crowbar or a cheap gun.

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

Skills: Fighting d6, Intimidation d4, Shooting d6, Stealth d4, Streetwise d4, Swimming d4

Charisma: -2; **Pace:** 6; **Parry:** 5;

Toughness: 5

Hindrances: Greedy, Mean

Edges: -

Gear: Switchblade knife or other cheap weapon (Str+d4).

GANGSTERS

Members of one of the third level gangs from the Barrios or the Sagrados or knaves that could be found at the Corte Clandestina. They desperately try to obtain respect, money or a position in a better gang and are ready to do anything for that.

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

Skills: Fighting d6, Intimidation d6, Notice d4, Shooting d6, Stealth d4, Streetwise d6, Swimming d4, Taunt d4

Charisma: -2; **Pace:** 6; **Parry:** 5;

Toughness: 5

Hindrances: Greedy, Mean

Edges: -

Gear: Switchblade knife (Str+d4); S&W revolver (range: 12/24/48, damage: 2d6+1, RoF 1, Shots 6, AP 1).

SMUGGLERS

These criminals specialize in transport in and out of San José, through the jungle, along forgotten mountain paths or on the water.

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

Skills: Boating d6, Driving d6, Fighting d4, Intimidation d4, Notice d8, Piloting d6, Shooting d4, Stealth d8, Tracking d8

Charisma: -; **Pace:** 6; **Parry:** 4;

Toughness: 6

Edges: Woodsman

Gear: Jungle camouflage clothing (+1 Stealth), S&W revolver (range: 12/24/48, damage: 2d6+1, RoF 1, Shots 6, AP 1), Machete (Str+d6, AP 1).

VETERAN CRIMINALS

They are professionals or just hired guns, and work for one of the Ambassadors of Crime in town: Russian mobsters, Azeri mafia, squadrists, Asian torturers, yakuza and so on. The only thing that they have in common is that they are entering your bar right now and opening fire with their rifles.

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

Skills: Fighting d8, Intimidation d6, Notice d6, Shooting d8, Stealth d6, Streetwise d6, Swimming d4, Taunt d6

Charisma: -2; **Pace:** 6; **Parry:** 6;

Toughness: 6

Hindrances: Greedy, Mean

Edges: Level Headed

Gear: S&W revolver (range: 12/24/48, damage: 2d6+1, RoF 1, Shots 6, AP 1) or other weapons.



TEOKRITOS

A fierce, bulky man from the Greek islands, accustomed to strangling people for fun. His toughness is almost legendary.

Attributes: Agility d4, Smarts d6, Spirit d6, Strength d12, Vigor d12

Skills: Fighting d8, Intimidation d6, Notice d6, Shooting d6, Streetwise d6, Swimming d4

Charisma: -2 (-6); **Pace:** 6; **Parry:** 8;

Toughness: 11

Hindrances: Bloodthirsty, Mean

Edges: Brawler, Brawny, Hard to Kill, Improved Block, Improved Tough as Nails, Martial Artist

Gear: Usually his bare hands (Str+d4+2).

GYPSIES

A gang of street scammers and petty thieves with a strong sense of community.

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

Skills: Fighting d6, Intimidation d4, Notice d6, Persuasion d8, Shooting d4, Stealth d6, Streetwise d10, Taunt d6

Charisma: -; **Pace:** 6; **Parry:** 5;

Toughness: 5

Gear: Knife (Str+d4) or other weapons.

ORPHANS

These kids are a band of violent but not terribly dangerous street urchins. They represent a real threat only when in large groups, and that's how they usually rob tourists.

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

Skills: Fighting d4, Intimidation d4, Notice d4, Stealth d4, Streetwise d6

Charisma: -; **Pace:** 6; **Parry:** 4;

Toughness: 4

Gear: They usually fight bare-handed, or use clubs (Str+d4).

THE ARMY, THE LAW AND THE REBELS

THE GREEN BRIGADE AND THE REBELS

These people are expert urban and jungle guerrillas: good with big guns, explosives, driving, and at escaping. They are motivated and loyal to their Comandantia. Most of them, and all the leaders, wear green ski masks.

GREEN BRIGADE ROOKIE

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

Skills: Driving d6, Fighting d6, Notice d6, Shooting d6, Stealth d6, Streetwise d6, Survival d6

Charisma: -; **Pace:** 6; **Parry:** 5;

Toughness: 5

Gear: Jungle camouflage clothes (+1 Stealth), knife (Str+d4), S&W revolver (range: 12/24/48, damage: 2d6+1, RoF 1, Shots 6, AP 1), walkie talkie.

GREEN BRIGADE VETERAN

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

Skills: Driving d6, Fighting d8, Knowledge (Demolitions) d6, Notice d6, Shooting d8, Stealth d8, Streetwise d6, Survival d8, Tracking d8

Charisma: -; **Pace:** 6; **Parry:** 6;

Toughness: 6

Edges: Woodsman or Demo Man

Gear: Jungle camouflage clothes (+1 Stealth), knife (Str+d4), S&W revolver (range: 12/24/48, damage: 2d6+1, RoF 1, Shots 6, AP 1) or Uzi 9mm (range: 12/24/48, damage: 2d6, RoF 3, Shots 32, AP 1, Auto), 1 dynamite stick (range: 4/8/16, damage: 2d6, RoF 1, SBT), green ski mask, walkie talkie.

GUARDIA CIVIL

In the Guardia, you can find smart and motivated agents, but also corrupt or indifferent cops.

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

Skills: Driving d6, Fighting d6, Knowledge (Law) d6, Notice d6, Shooting d6, Streetwise d6

Charisma: -; **Pace:** 6; **Parry:** 5;

Toughness: 7 (2)

Hindrances: Good Guardia: Code of Honor; Corrupt Guardia are often Mean (-2 Charisma) and sometimes Obese (Pace 5 and Toughness 6)

Gear: Kevlar vest (Armor 2/4, covers torso, negates up to 4 AP from bullets), baton (Str+d4), S Glock 9mm (range: 12/24/48, damage: 2d6, RoF 1, Shots 17, AP 1, semi-auto), taser gun (range: 3/6/-, damage 2d6, See Gear Section notes), handcuffs, walkie talkie.

AZCALI RESERVE RANGERS

These rangers know their way around Azcali territory, and try to keep it safe. They are an autonomous corps, independent of the Guardia Civil and the army. Most of them are trained to operate boats, helicopters or other aircraft.

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

Skills: Boating d6, Driving d6, Fighting d8, Intimidation d4, Notice d8, Piloting d6, Shooting d8, Stealth d8, Tracking d6

Charisma: -; **Pace:** 6; **Parry:** 6;

Toughness: 6

Edges: Woodsman

Gear: Jungle camouflage clothes (+1 Stealth), S&W revolver (range: 12/24/48, damage: 2d6+1, RoF 1, Shots 6, AP 1), Machete (Str+d6, AP 1), walkie talkie.

TERCIO AGENT

Insidious and experienced agents. They are manipulative and ruthless torturers, if needed. Some of them are even skilled in field operations and know how to shoot and infiltrate.

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

Skills: Driving d6, Fighting d6, Intimidation d8, Investigation d8, Notice d6, Persuasion d6, Shooting d8, Stealth d8, Streetwise d8

Charisma: -2; **Pace:** 6; **Parry:** 5;

Toughness: 5

Hindrances: Mean

Edges: Spy

Gear: Kevlar vest (Armor 2/4, covers torso, negates up to 4 AP from bullets), Glock 9mm (range: 12/24/48, damage: 2d6, RoF 1, Shots 17, AP 1, semi-auto), Stun gun (2d6; Parry -2; see Gear Section notes), handcuffs.

ARMADA

San José's soldiers are not the best in the world, for sure. They are often middle-aged, unprepared, worthless and lazy. And they like to be feared by people and to use their privileges to get what they want.

ARMADA PRIVATE

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

Skills: Driving d6, Fighting d6, Intimidation d4, Notice d4, Shooting d6

Charisma: -; **Pace:** 6; **Parry:** 5;

Toughness: 5

Gear: AK47 (range: 24/48/96, damage: 2d8+1, RoF 3, Shots 30, AP 2, Auto), S Glock 9mm (range: 12/24/48, damage: 2d6, RoF 1, Shots 17, AP 1, semi-auto), helmet (Armor +4, 50% chance vs. head shot).

ARMADA SCOUT

Unlike the normal soldiers, the scouts are well-trained, expert and skilled. Their job is to range the jungle and hunt rebels and smugglers. When they want to, they can do their job really well.

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

Skills: Driving d6, Fighting d8, Intimidation d4, Notice d8, Shooting d8, Stealth d8, Tracking d8

Charisma: -; **Pace:** 6; **Parry:** 6;

Toughness: 6

Gear: AK47 (range: 24/48/96, damage: 2d8+1, RoF 3, Shots 30, AP 2, Auto), Glock 9mm (range: 12/24/48, damage: 2d6, RoF 1, Shots 17, AP 1, semi-auto), helmet (Armor +4, 50% chance vs. head shot), walkie talkie.

ARMADA BLACK BERETS

Even more than the Scouts, these soldiers are a real asset to the Army and they are chosen for the most important missions. They are not people to be trifled with.

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

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

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

Toughness: 9 (2)

Edges: Level Headed

Gear: AK47 (range: 24/48/96, damage: 2d8+1, RoF 3, Shots 30, AP 2, Auto), Glock 9mm (range: 12/24/48, damage: 2d6, RoF 1, Shots 17, AP 1, semi-auto), Kevlar vest

(Armor 2/4, covers torso, negates up to 4 AP from bullets), black beret, walkie talkie.

PRIVATE SECURITY AND CONTRACTORS

BLACK WOLVES

These are considered the creepiest, most efficient and dangerous contractors in town. They have the best training and equipment, and aren't afraid to use it, even if ordered to kill innocent people.

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

Skills: Driving d8, Fighting d10, Intimidation d8, Notice d8, Shooting d10, Stealth d4, Taunt d6

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

Toughness: 9 (2)

Edges: Level Headed

Gear: Uzi submachine gun (range: 12/24/48, damage: 2d6, RoF 3, Shots 32, AP 1, Auto), S&W revolver (range: 12/24/48, damage: 2d6+1, RoF 1, Shots 6, AP 1), Kevlar vest (Armor 2/4, covers torso, negates up to 4 AP from bullets).

BSI

Efficient private guards, specializing in discreet intervention, they usually employ martial arts instead of firearms.

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

Skills: Driving d6, Fighting d8, Notice d8, Shooting d6, Stealth d6

Charisma: -; **Pace:** 6; **Parry:** 6;

Toughness: 5

Edges: Martial Artist

Gear: Fists (Str+d4), S&W revolver (range: 12/24/48, damage: 2d6+1, RoF 1, Shots 6, AP 1).

CENTURION

Smart, young and efficient, these private guards are often called the "white collars".

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

Skills: Driving d8, Fighting d8, Intimidation d6, Notice d8, Shooting d8, Stealth d4

Charisma: -; **Pace:** 6; **Parry:** 6;

Toughness: 8 (2)

Edges: Level Headed

Gear: Uzi submachine gun (range: 12/24/48, damage: 2d6, RoF 3, Shots 32, AP 1, Auto), S&W revolver (range: 12/24/48, damage: 2d6+1, RoF 1, Shots 6, AP 1), Kevlar vest (Armor 2/4, covers torso, negates up to 4 AP from bullets).

KERBEROS PRIVATE WATCH

Not the best private security in San José, but more reliable than the Guardia.

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

Skills: Driving d6, Fighting d8, Knowledge (Law) d4, Notice d6, Shooting d8, Streetwise d4

Charisma: -; **Pace:** 6; **Parry:** 6;

Toughness: 7 (2)

Gear: Kevlar vest (Armor 2/4, covers torso, negates up to 4 AP from bullets), baton (Str+d4), S&W revolver (range: 12/24/48, damage: 2d6+1, RoF 1, Shots 6, AP 1).

MILITIA

Overwatch Military Protection is one of the best private security corps in town. They are young, well-trained and know how to plan strategies or just obey their leaders. They act as one man and can use the best equipment.

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

Skills: Driving d6, Fighting d8, Notice d8, Shooting d8

Charisma: -; **Pace:** 6; **Parry:** 6;

Toughness: 8 (2)

Edges: Level Headed

Gear: Uzi submachine gun (range: 12/24/48, damage: 2d6, RoF 3, Shots 32, AP 1, Auto), S&W revolver (range: 12/24/48, damage: 2d6+1, RoF 1, Shots 6, AP 1), Kevlar vest (Armor 2/4, covers torso, negates up to 4 AP from bullets).

MYRMIDONES

The Myrmidones Service Group, headed by the Dutchman, are primarily involved in the security of hotels and work as bodyguards, but on occasion they carry out less legal tasks for the Dutchman, and many consider them nothing more than well dressed thugs.

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

Skills: Driving 6, Fighting d8, Intimidation d6, Notice d6, Shooting d8, Stealth d6, Streetwise d6

Charisma: -; **Pace:** 6; **Parry:** 6;

Toughness: 6

Gear: S&W revolver (range: 12/24/48, damage: 2d6+1, RoF 1, Shots 6, AP 1) or other weapons.

PROFESSIONAL FIGHTERS

Some of these have the ethics of a real sportsman, others are not above shady deals and the use of force for less than honorable purposes.

UNDERGROUND FIGHTER

Smoke filled cellars, damp gyms and other unsavory facilities now and then host the illegal fights of desperate men or women who often fight without rules.

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

Skills: Fighting d10, Intimidation d6, Notice d6, Streetwise d4

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

Toughness: 7

Edges: Brawler, Dirty Fighter, Martial Artist

Gear: Punches, kicks and headbutts (Str+d4).

UNDERGROUND FIGHTER, VETERAN

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d12, Vigor d12

Skills: Fighting d12, Intimidation d8, Notice d6, Streetwise d8

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

Toughness: 8

Edges: Brawler, Bruiser, Improved Martial Artist, Level Headed, Really Dirty Fighter

Gear: Punches, kicks and headbutts (Str+d6).

LUCHADOR

Flamboyant and theatrical, the Luchadores of San José often achieve celebrity, even while keeping their real identity hidden. Luchadoras (women fighters) have their own shows and fighting leagues, too.

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

Skills: Fighting d10, Intimidation d6, Notice d6, Taunt d6

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

Toughness: 7

Edges: Brawny, Martial Artist, Lucha Libre

Gear: Punches, kicks and headbutts (Str+d4); colorful latex mask and appropriate combat name.

LUCHADOR, VETERAN

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12, Vigor d10

Skills: Fighting d12, Intimidation d8, Notice d6, Taunt d8

Charisma: +2; **Pace:** 6; **Parry:** 8;

Toughness: 7

Edges: Alias, Brawny, Improved Martial Artist, Noble (a VIP), Lucha Libre

Gear: Punches, kicks and headbutts (Str+d6); colorful latex mask and appropriate combat name.

MMA FIGHTER

Mixed Martial Arts fights and championships are growing more and more popular in San José, and MMA fighters flock from all over the world to prove their worth.

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

Skills: Fighting d10, Intimidation d6, Notice d6

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

Toughness: 7

Edges: Martial Artist, Mixed Martial Arts, two Martial Styles of your choice (see page 43).

Gear: Punches, kicks and headbutts (Str+d4).

MMA FIGHTER, VETERAN

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d10, Vigor d12

Skills: Fighting d12, Intimidation d8, Notice d6, Streetwise d8

Charisma: -; **Pace:** 6; **Parry:** 9;

Toughness: 8

Hindrances: -.

Edges: Block, Improved Martial Artist, Level Headed, Mixed Martial Arts, three or more Martial Styles of your choice (see page 43).

Gear: Punches, kicks and headbutts (Str+d6).

INTELLIGENCE AGENTS

INTELLIGENCE ANALYST

These agents are specialists in gathering information, taking decisions, coordination and communication. They can be manipulative, if necessary, and know how to exploit conflicts and relationships to their advantage. Some of them are moderately skilled in field operations and know how to shoot and infiltrate.

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

Skills: Driving d6, Fighting d4, Intimidation d8, Investigation d8, Notice d6, Persuasion d6, Shooting d4, Stealth d6, Streetwise d8, Taunt d8

Charisma: -; **Pace:** 6; **Parry:** 4;

Toughness: 5

Edges: Spy

Gear: While most of the time they work on their PC, they have access to good gear, if necessary: Kevlar vest (Armor 2/4, covers torso, negates up to 4 AP from bullets), Glock 9mm (range: 12/24/48, damage: 2d6, RoF 1, Shots 17, AP 1, semi-auto).

INTELLIGENCE OPERATIVE

These agents specialize in gathering information on the field, as well as more direct action. All of them are highly trained and know how to fight, shoot and infiltrate.

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

Skills: Driving d8, Fighting d10, Intimidation d8, Investigate d8, Notice d8, Persuasion d6, Shooting d10, Stealth d10, Streetwise d8, Taunt d8

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

Toughness: 6

Edges: Martial Artist, Spy. Some might also have Master of Disguise and Demo Man.

Gear: While most of the time they work on their PC, they have access to good gear, if necessary: Kevlar vest (Armor 2/4, covers torso, negates up to 4 AP from bullets), Glock 9mm (range: 12/24/48, damage: 2d6, RoF 1, Shots 17, AP 1, semi-auto).

AZCALI

AZCALI TRIBESMAN

Most Azcali living in the Reserve are skilled hunters and know how to survive in the wild.

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

Skills: Climbing d6, Fighting d6, Notice d6, Shooting d4, Stealth d4, Survival d6, Swimming d6, Throwing d6, Tracking d6

Charisma: -; **Pace:** 6; **Parry:** 5;

Toughness: 5

Edges: Woodsman

Gear: Knife (Str+d4), spear (range: 3/6/12, damage: Str+d6) or machete (Str+d6, AP 1).

AZCALI WARRIOR

Azcali warriors are the guardians of their tribe and can prove fierce enemies.

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

Skills: Climbing d6, Fighting d10, Notice d6, Shooting d6, Stealth d4, Survival d6, Swimming d6, Throwing d8, Tracking d6

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

Toughness: 6

Edges: Martial Artist, Martial Style: Azcali Combate, Woodsman

Gear: Azcali blowgun (range: 5/10/20, paralyzing poison), spear (range: 3/6/12, damage: Str+d6), Azcali war club (Str+d8, AP 2, Parry -1, two hands) or machete (Str+d6, AP 1).

AZCALI PRIEST

Holy men, shamans, or religious leaders are often the true authorities in Azcali tribes.

Attributes: Agility d6, Smarts d8,

Spirit d8, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d4, Healing d8, Intimidation d6, Knowledge (Azcali History and Lore) d10, Notice d6, Persuasion d8, Shooting d4, Stealth d4, Survival d6, Swimming d6, Taunt d6, Tracking d6

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

Toughness: 5

Edges: Charismatic, Healer, Strong Willed, Woodsman

Gear: Azcali blowgun (range: 5/10/20, paralyzing poison), staff (Str+d4, Parry +1, two hands) or machete (Str+d6, AP 1).



INSPIRATIONS:

BOOKS:

Clive Cussler's series (all of them!); Emilio Salgari, The Black Corsair Series (an Italian pulp writer at the beginning of the 20th Century); James Ellroy, mainly the Underworld USA Trilogy.

COMICS:

Mr No and Martin Mystere, two Italian comic series, not so famous abroad.

MOVIES:

Angel Heart, Bad Boys II, Burn After Reading, City of God, Contract Killers, Desperado, El Mariachi, the Fast and Furious franchise, the Indiana Jones franchise (yes, even the 4th episode), Into the Blue, Haven (2004), the whole James Bond franchise, Marked for

Death (1990), Miami Vice (2006), Mission: Impossible franchise, Once Upon a Time in Mexico, Point Break, Runner Runner (2013), Scarface, Smokin' Aces, The Expendables franchise, The Golden Mistress (1954), The Great Lebowski, The Serpent and the Rainbow, The Tailor of Panama.

TV SERIES:

Alias, Bring 'Em Back Alive (can you remember this one?), Burn Notice, Magnum PI, Miami Vice, Riptide, Simon & Simon, Tales of the Gold Monkey, X Files.

VIDEOGAMES (ALL FRANCHISES):

Just Cause, GTA (mainly San Andres), Uncharted, Tomb Raider, Alone in the dark.

ATTRIBUTES

4 6 8 10 12 AGILITY

4 6 8 10 12 SMARTS

4 6 8 10 12 SPIRIT

4 6 8 10 12 STRENGTH

4 6 8 10 12 VIGOR

☐ CHARISMA

☐ PACE

☐ TOUGHNESS

☐ PARRY

SKILLS

4 6 8 10 12

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WEAPON

NAME RANGE ROF DAMAGE NOTES

HINDRANCES:

EDGES:

ARMOR

HEAD:

TORSO:

ARMS:

LEGS:

TOTAL WT CARRIED:

WEIGHT LIMIT:

ENCUMBRANCE PENALTY:

PERMANENT
INJURES:

35
40 (VETERAN)
45
50
55
60 (HEROIC)
65
70
75
80 (LEGENDARY)
90
95
100
105
110
115
120

Republica de San José



Name:

Age:

Nationality:

Languages:

Description:

Money & Income:

Favourite Music/Songs:

Agency:

Rank:

XP:

Tropicana

WOUNDS

-1

-2

-3

INC

-2

-1

FATIGUE

AGENCY SHEET

MOTTO

HEADQUARTERS

BUDGET

RANK

RENOWN POINTS

AGENCY BENNIES

BOSS

AGENTS

EMPLOYEES

NAME _____

NOTES

NOTES



Republica de San José

POSSESSIONS

THE REPORT