

## Kids and Stats

Your rat-pack is made up of **elders**, **middl'uns**, and **pups**. By default, it has 5 members, is (1-harm gang small 0-armour), and has the following stats:

Cool-1, Hard-1, Hot-1, Sharp-1, Weird-1

You may increase the size of your pack up to 9 members, but you also gain +hungry.

Detail your members:

**Elders** are the oldest members of your rat-pack (12-15 years old-ish), or maybe they're just bigger and tougher than the other kids. You have 1 of them, or up to 2 if you have 9 members. If you ever have more than 1, gain +divided leadership. For each elder your rat-pack has, choose 1. Each option can be chosen more than once, up to its maximum.

- +1 cool (max +2)
- +1 hot (max +2)
- +1 harm (max +2)

Available basic moves as an individual: all of them.

**Middl'uns** are the meat and potatoes of your rat-pack, and can be anywhere from 7-12 years old. You start with 3 of them, or 5-6 if you have 9 members. For each middl'un your rat-pack has, choose 1. Each option can be chosen more than once, up to its maximum.

- +1 hard (max +4)
- +1 sharp (max +4)
- +1 armour (max +1)

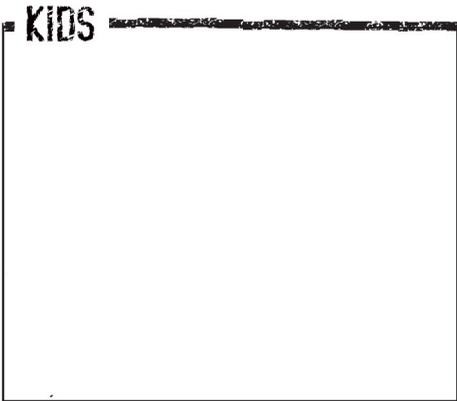
Available basic moves as an individual: Everything except **seize by force** and **seduce**(but you can still **manipulate**).

**Pups** are the little kids you're looking out for (3-6 years old). They might be one of the other's kid brother or sister, they might be orphans you met on the street or in a shelter you ran away from. However it is, they rely on you at least as much as they help out. To start, your rat-pack has 1 pup, or 2 if you have 9 members. For each pup, choose 1. Each option can only be chosen once.

- +1 weird and +emotionally fragile
- +1 weird and +homesick
- +1 weird and +sickly

Available basic moves as an individual:

**Manipulate** (but not **seduce**), **read a person**, and **open your brain**. You also may or may not be very good at getting around on your own.



# The Rat-Pack

“Where do these fucking kids keep coming from?! I kick them out and when I turn around there's another one behind me. Don't they have any mothers? Any good-for-nothing fathers? Little fuckers keep stealing my food and my knives. Those were good knives!”



## Additional Rules

### Barter

1-barter will cover a month's living expenses for the entire pack, if your tastes aren't too grand.

### On Combat, Harm, and Healing

Obviously the rat-pack operates and fights as a gang, but they can also (most of them) fight as individuals too. You'll notice though, that even the toughest possible elder can never be as badass as the pack as a whole. Fight as a unit whenever possible. You count as a gang whenever there are at least 2 of you.

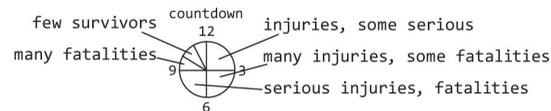
When you take harm as a gang, take harm as a gang. In this case, whenever you would normally be allowed to take a debility instead of harm, one of your gang members dies instead (you choose who), and you lose all bonus' and wants associated with them. If the pack is ever reduced to less than 3 members, it dies (disbands, whatever). This means that starting size packs can take less punishment than other characters, but as they increase in size they become harder and harder to do away with for good.

When a pack member takes harm as an individual, **elders** have 3-harm (1st is free, 2nd takes them out, 3rd kills them), **middl'uns** have 2-harm (1st takes them out, 2nd kills them), and **pups** are killed by only 1-harm.

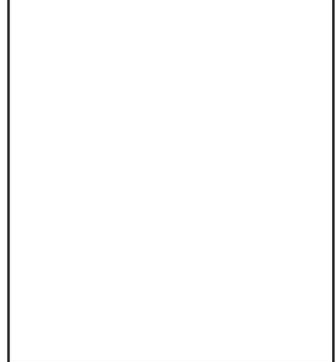
When you take harm, either as a gang or as individuals, you should be detailing and keeping track of which members are either dead or unconscious (or whatever), and what bonus' and wants you're missing because of death.

While healing as a gang, heal as a gang, and dictate which members are back in fighting shape if not all of them are. Note that only death removes bonus' from the pack, not simply being out of the fight.

When you heal as an individual, heal as an individual.



## GEAR & BARTER



ART BY: NATHAN ORLANDO WILSON

# Creating Your Rat-Pack

To create your rat-pack, choose kids, names, looks, moves, gear, and Hx.

## Name

Choose 1 for your rat-pack:

Leeches, Silverfish, Nest, Swarm, Brats, Cheeky Fuckers, Roaches

Then choose 1 for each kid.

Jake, Braces, 4-eyes, Foster, Li'l bro, Markie, Puck, Hates-Soap, Slugger, Freckles, Pigtail, Sis, Juvie, Nix, Annie, Waif, Caterwaul

## Moves

The rat-pack gets all the basic moves, but each kid may not get all of them individually. The pack chooses either **Crows and Pigeons** OR **Ravens and Vultures** (and can not take the other as an improvement) and then choose 1 more Rat-Pack move.

## Hx

Everyone introduces their characters by name, look and outlook. Take your turn. List the other characters' names.

Go around again for Hx. On your turn, choose one player who is the mother/father/older brother/sister of one of your members. Tell them Hx+2. At your option, you've also stolen (repeatedly and often) from one of the others, tell them Hx-1.

On the other's turns, if the player who is your relative still looks out for you, take what they tell you and write +1 to it. If they abandoned you like everyone else in the world, ignore what they tell you and write Hx-3.

Everyone else, whatever number they tell you, write it next to their character's name.

At the end, find the character with the highest Hx on your sheet. Ask that player which of your stats is most interesting, and highlight it. The MC will have you highlight a second stat too.

## Improvement

Whenever you roll a highlighted stat, and whenever you reset your Hx with someone, mark an experience circle. When you mark the 5th, improve and erase.

## Look

Choose 1 for your rat-pack:

Boys, girls, mixed, or too-young-and-dirty-to-tell.

Then choose 1 of these for each kid:

Casual wear, scrounged wear, rags, tinfoil-and-cardboard "armour", brightly-coloured costume (with full-face mask and sound effects at your option), dirty-and-torn Sunday Best, mud covered, underwear, or birthday suit.

Bruised face, snot-nose face, bloody-nose face, cold-hearted face, feral face, baby face, old-soul face, tear-streaked face, sour face, pouting face, or innocent face.

## Gear

The rat-pack has oddments equal to 1-barter.

Each **elder** has 1 kid-sized weapon, and possibly a piece worth 1-armour.

Each **middl'un** has 1 sort-of-weapon.

Each **pup** has 1 toy or junk.

Kid-sized weapons:

- big knife (2-harm hand)
- .38 revolver (2-harm close reload loud)
- 9mm (2-harm close loud)
- 22 bolt-action rifle (2-harm far loud reload)
- baseball bat (1-harm + s-harm hand)

Sort-of weapons:

- pocket knife or sharpened stick (1-harm hand)
- big stick or club (s-harm hand)
- rocks (s-harm close infinite)
- fucking powerful dart gun (1-harm close reload)

- fucking powerful bb rifle (1-harm far reload)

Toys and junk:

- Stuffed Animal (+adorable)
- A-B-C Book or 10-piece puzzle (+inspiring)
- Pacifier or diaper (+heartbreaking)
- Action Figure (+distracting)

NAME:

# STATS MOVES Rat-Pack Special

**COOL**  highlight

*do something under fire*

If one of your elders loses their virginity to another character, they write Hx+2 with you, and you roll+cool. 10+, it was no big deal and mark experience. 7-9, it was cool and write Hx+1 with them. 6-, you fall head over heels in puppy love.

**HARD**  highlight

*go aggro; seize by force*

If one of your elders has sex with another character otherwise, you both write Hx+1 with each other.

**HOT**  highlight

*seduce or manipulate*

**SHARP**  highlight

*read a sitch; read a person*

**WEIRD**  highlight

*open your brain*

**HX**

*help or interfere; session end*

**HARM**

countdown

**HURT KIDS**

## Improvement

experience ○○○○⊙>>improve

- \_\_\_ get +1 **elder** (max 3, detail) and choose an accompanying bonus
  - \_\_\_ get +1 **middl'un** (max 7, detail) and choose an accompanying bonus
  - \_\_\_ get +1 **pup** (max 3, detail) and choose an accompanying bonus and want
  - \_\_\_ get another rat-pack move
  - \_\_\_ get another rat-pack move
  - \_\_\_ get **battlefield grace** (Angel)
  - \_\_\_ get **impossible reflexes** (Battlebabe)
  - \_\_\_ get **just give me a motive** (Maestro D')
  - \_\_\_ get **pit bull**, but it applies when a pack member dies instead (Faceless)
- 
- \_\_\_ get +1 to any stat (max stat+3)
  - \_\_\_ create a second character to play
  - \_\_\_ change your character to a new type
  - \_\_\_ choose 3 basic moves and advance them
  - \_\_\_ advance the other 4 basic move

## Moves

**Born Unto the Apocalypse:** Unlike those who lived in the before-time, unlike those who were born just-before, or after but soon-after, you are all truly the first children of the apocalypse, and you understand it like only those of a generation can ever truly understand that generation. Whenever some aspect of the world-as-established (or not-yet-established) is in question, you have final veto over all players except the MC.

**The Swarm:** When you help or interfere with someone, roll+(number of members participating/3) (round down, min+1) instead of roll+Hx.

**Like a Plague of Locusts:** Whenever one or more of your members is in physical danger, the rest of you rat-pack shows up without needing an order to do so and within seconds, if they're at all able.

**Abandon Ship:** If any member of the rat-pack is killed, the MC immediately tells you what your best escape route is and, if you act on it, roll+hard. 10+, take +1 forward to do so, and mark experience. 7-9, take +1 forward to do so.

**Hive Mind:** If you ever roll+weird when at least half of your members are present and focused on the same task, take +1 to that roll

**HOLD**

**LOOK**

**OTHER MOVES**

**Crows and Pigeons:** You've become especially good at begging or scrounging up stuff that common folks find useful. At the beginning of each session, roll+sharp. 10+, gain 1-barter and remove either +hungry or +sickly from your sheet for the rest of this session. 7-9, gain 1-barter. 6-, you've spent 1-barter since last session. If you have no barter, you gain +hungry. If you normally have +hungry, none of you have eaten in days, gain +sickly. If you normally have +sickly, well, you're fucked anyway.

**Ravens and Vultures:** You've become especially good at scrounging up stuff that not-so-common folks find useful. At the beginning of each session, roll+sharp. 10+, hold 2. 7-9, hold 1. 6-, you owe one of the other characters a favour, payable by the end of this session, or take -1 to this roll next session if you don't pay up. Spend your hold 1-1 at any time this session to have one of your members come running with:

- 1-supply worth of/for an angel kit
- 1-ammunition for any refill weapon
- a can full of bio-diesel
- any weapon worth 1-barter
- whoever they're looking for
- enough clean food and/or water for 2 people or your entire pack and 1 other person
- a piece, part, or tool

But also choose 1 each time:

- it took a while
- they spent 1-barter to get it
- the pack now owes someone a favour
- the local law or gang is after them now
- they got hurt in the getting, take 1-harm