

CREEPY CRAWL

by SS

1969

Cruise through Los Angeles on the verge of oblivion.

Grab enough cash to make it to your next hit of smack.

RUNNING THE GAME

The Game Master, GM, should plot out different ways for the players to make some scratch to survive. Keep them on the edge, everyone outside the group is a poser/threat/pig. If the players attract too much heat, lock them up and throw away the key.

CHARACTER INFO

HP, or Hit Points, determines the health of your character. Every player character has 5 hit points to start out with. Non-Player Characters HP values will fluctuate based on the person. A pig housewife is weak, a supercop is mighty. They might have better skills than the players, or even worse, it's up to the GM.

Inventory, each PC has 6 inventory slots. Loot and trinkets, typically of sentimental or monetary value, don't take up any inventory slots.

STATISTICS

Clout - Strength, Muscle, Intimidation, Force, Brawn

Creep - Speed, Stealth, Slyness, Technology

Cool - Charisma, Composure, Control, Aura

Cognizance - Awareness, Knowledge, Wit, See the Writing In-Between the Lines

Assign 3, 2, 2, 1 to each statistic. These correspond to the number of d6s that you can pull, at maximum, from your Addiction dice pool per roll. A scumbag with 3 Cognizance can pull, at most, 3d6 from his dicepool per roll.

Whenever a player wants to take an action or do something that faces a challenge or obstacle, the GM will ask the player to roll one of their statistics. To know if you succeed, roll the corresponding number of d6's you decide to add to the roll from your Addiction dicepool. If you choose not to add any dice, just roll 1d6. The player succeeds whenever a 5 or higher shows up on the face of the die during a roll.

EXAMPLE:

Rodney wants to kick down a door, the GM asks him to roll Clout. Rodney has 2 Clout, so he chooses to take 2d6 from his Addiction, totaling to a roll of 3d6.

Those dice come up a failure, Rodney doesn't succeed in kicking down the door.

If Rodney had rolled a 5 or 6 on any of those dice he would have succeeded in blowing the door off of its hinges.

These d6's are a limited resource capped by your character's Addiction. An Addiction is the game's representation of a character's addiction to an illicit substance. At the start of a campaign, each player will create a substance their character is addicted to. For example, something like alcohol or heroin would work for a lurchy, downer guy. A

hyperactive irrational creep might be addicted to cocaine. A player character's Addiction is a dicepool made up of d6's that depletes when your character makes a statistics roll.

Each Addiction starts at 12d6. To replenish this initial dicepool, a character must indulge in this addiction. Say a character was addicted to alcohol, if he were to drink a beer then he would replenish his Addiction dicepool by 1d6.

If your character survives to play another session, the Addiction dicepool cap is raised by 1. So it would go 12, 13, 14, etc..

SKILLS

After deciding how to order their statistics and what the party's addictions will be, players will then create a few skills for their characters.

First, start by creating the following.

I am great at ____-ing (+2d6)

I am good at ____-ing (+1d6)

I am awful at ____-ing (-2d6)

What is your scumbag good at? Where do they shine? Where do they turn to shit? Add or subtract the corresponding dice from a roll if that skill is applicable.

EXAMPLE:

Wayne Gold is cornered by some pigs in an alleyway, left with nothing but his drawers and his Creep. Luckily, Wayne is also 'great at hiding', he decides to hide from the cops in a trash can. The GM asks him to roll for this, Wayne.

Wayne takes the 2d6 from his Addiction and the +2d6 from his 'great at hiding' skill. This brings the total of his dice pool to 5d6 (always one die free of charge), an almost guaranteed success.

Next come up with two areas of Special Knowledge that your character possesses. A disgraced reporter would have knowledge of Journalism and Writing. A lowly greasy strangler could have knowledge of Burglary and Murder. These parts of your skill set are really for roleplay, or for power gaming to fuck over the GM, I really don't care have fun with it.

STARTER ITEMS

Pick one item to start with.

Knife - Stab, Cut, Kill.

Rope - Bind, Rappel, Secure.

Handgun - Loud, Big, Clumsy.

Mask - Discreet, Scary, Illusory.

Dimebag - Unpredictable, Pulsating, Powdery.

Manifesto - Command, Preach, Control.

Players are encouraged to toy around and experiment with these items, as well as other objects in the world around them. Talk with your GM and use the items in interesting ways. Improvisation is the key to success in Creepy Crawl.

OTHER ITEMS

Up to the GM's discretion. These items can grant their own unique benefits or various stat bonuses. A gel tab of acid could give a player +1 Cognizance. A shotgun can wipe out an entire room of people. It's a material world, tools and tech are important, but drugs are even better.

COMBAT

In the event of an inevitable combat encounter, it's important to know the turn order of both the players and NPCs. To determine the turn order, players must roll initiative. For initiative, make a Creep roll and tally the number of successes. Whoever has the most successes goes first in the turn order, and so on, and so on. If a player and NPC roll the same amount of successes, the player goes first, with the NPC following them. An initiative roll without any successes doesn't mean failure, the player/NPC just goes last in the round of combat. There are exceptions to initiative, if a player or NPC takes their opponent by surprise they go first in the turn order.

In combat, each player has one action and one reaction they can use per round. They can kick or shoot someone as an action, or try and dodge a blow or car as a reaction. NPCs do not get reactions.

When using a firearm, there are slight differences in how successes are determined. A pistol works relatively the same, fire one shot a round, if it connects roleplay the consequences. A shotgun or automatic weapon counts each success in a roll as another hit. If a player magdumps an Uzi into a crowd of people, the amount of successes he rolls determines the amount of those hit by the spray of bullets.

Once a combat encounter has ended any firearm needs to be checked for ammo. Roll 1d6, if you get a 1-4 it's out, a 5 means it's got one bullet left, a 6 means it has enough ammo to last you through another encounter.

Killing someone is messy, brutal, and exhausting. People will put up a fight and try their hardest to survive you, the players, should too. If an opponent is beginning to overpower you and they don't seem to be close to dying, you're best advised to run.

If you're defeated in combat, it's likely you're not coming back. It takes months to heal from a severe wound, and medical care is often not available. A quick bandage or some pain pills can keep you going, but if you fall and stay down, you're most likely dead.

A FINAL NOTE

You're all wastoid scumfucks, act like it. It's a dangerous world, trash on every corner. Most people have ulterior motives, they can't ever be truly trusted. Watch each other's backs, everyone else is trying to get you from behind.