

# BLACK MARKETEER

## "EVERYTHING FOR A PRICE... AND A PRICE FOR EVERYTHING."

As long as there are rules, there will be restrictions, and as long as there is a demand, there will always be someone willing to satisfy it. Rules be damned and laws be damned. You're simply part of a greater ecosystem, right? Anyway, laws change all the time and legislation never really keeps up with the market. If we spent all our time waiting for someone else's permission, we'd never make any progress with our lives!



There have been black markets for as long as there has been any other kind of trading, with entrepreneurs ready to leap on new opportunities the moment they present themselves. This includes the sale of restricted items during times of rationing and war, the sale of illegal substances from drugs to ivory, even the organised fencing of stolen goods. While black marketeers are invariably at odds with the authorities, it doesn't mean that they can't act honourably or find a way to serve a greater good. Many a black marketeer might be subverting a corrupt or cruel government, perhaps distributing vital medicines or helping to supply resistance forces. Still, that doesn't mean some don't make a healthy profit at the same time.

By nature, black marketeers move through the underworld and always have extensive networks of contacts, some more savoury than others, and they are likely to know people on both sides of the law. They tend to have their ears to the ground and catch news and rumours as well as anyone else. They have an ear for gossip, an eye for detail, and a nose for a good deal.

## AWESOMING UP

WHEN YOU GAIN AN ADVANCEMENT,  
YOU MAY SELECT FROM THE FOLLOWING  
OPTIONS:

### Add any one of these Guns schticks

(provided you have its prerequisite, if any): Bag Full of Guns I-IV, Bank Shot, Battle Scavenge I-III, Click Click Toss I-III, Covering Fire, Disarming Shot, Draw a Bead, Fast Draw I-II, Firm Grip, Flesh Wound, Hair-Trigger Neck Hairs, Lightning Reload I-II, Reactive Fire, Signature Weapon, Shake It Off, Take the Shot, The Way the Wind Blows, Time-Tested Tech I-IV.

**Add one schtick from any of these Martial Arts paths** (provided you have the prerequisite, if any): Dragon, Drunken Master, Flame, Fox, Hundred Names, Montage, Outlaw, Tiger, Welcoming Sky, Wing Chun.

**Add a skill you do not have from this list, at a rating of 11:** Detective, Fix It, Info (any), Intimidation.

**Increase** a skill value from less than 12 to 12.

**Increase** a skill value of 12+ by 1.

**Increase** a backup attack to match main attack.






CHARACTER NAME

CHARACTER CONCEPT

MELODRAMATIC HOOK

RUSTLE IT UP




If there is a particularly unusual or special item that the heroes seek, spend 1 Fortune to declare that you know someone who can lend you any relatively common but heavily restricted item for a short time, from a particularly cool firearm (like a bazooka) to an unusual mode of transport (a Jet Ski). Spend 2 Fortune if that item is much rarer (like a howitzer or a mini-submarine).

1

2


I'LL TAKE THAT



Add +1 to Martial Arts when fighting for an item important to the plot or to your character.


ADDITIONAL SHTICKS & GEAR

THE REAL DEAL



You have a particular eye for both forgeries and falsifications, as well as spotting bargains and hidden gems. Whenever you're trying to determine the authenticity or value of an item, or suss out its true origins, make a relevant Info check at +2.

I KNOW WHERE THAT CAME FROM



You're excellent at tracing just about anything back to its source, whether that's arms or vehicles or fancy antique furniture. Whatever an item is, there's a good chance you know the gal (or guy) who might've sold it, what their supplier was, and even its place of manufacture. You get +3 on all relevant Info checks.

SKILLS

INFO: ARTS AND ANTIQUES14

INFO: GEMS AND JEWELS14

INFO: CRIMINAL UNDERWORLD12

DECEIT11

UNSKILLED CHECKS USE A RATING OF 7

MARKS OF DEATH



BLACK  
MARKETEER



GUNS

13

BACKUP ATTACK

MARTIAL ARTS 12

DEFENSE

12

TOUGHNESS

7

FORTUNE

6

SPEED

7

WALTHER PPK

8/1/3

WEALTH  
WORKING STIFF

WOUND POINTS

123456789101112131415161718192021222324252627282930

313233343536373839404142434445464748495051525354555657585960



# SABOTEUR

**"THIS IS GOING TO BE A LIIIIITTE BIGGER THAN THAT TIME YOU DROPPED THOSE MINTS IN DIET SODA."**

There are few problems in life that cannot be solved (or at least substantially mitigated) by the generous application of high explosives. Physical obstacles, ideological differences, and even creative droughts can be capably challenged by the large and loud disruption that is Things Blowing Up. Of course, that's not to say that one size fits all, *not at all*, and the particulars of your problem will predispose a prescription. There's the classic cure offered by gunpowder, the disruptive dynamism of dynamite, or the perfect precision of plastique.



It's really an art, you see, and you're the artist. The only thing is, while most art is creative, it's probably fair to say that yours is kind of the opposite. All those things that artists have sculpted or sketched or slathered across a canvas are things that you've blown up at one time or another. A beautiful building? Blown one up. A majestic sailing vessel? Blown one up. A sturdy and noble bridge, or viaduct, or towering overpass? Had to blow one up (you were being paid). A stunning sunset vista composed of bucolic fields and grazing herds that together exist as a metaphor for a utopian society as envisaged by Romantic era political philosophers? Blew it all up, partly by accident, partly because that's just how these things go sometimes and, believe me, nobody wants to explode a cow but *sometimes accidents happen*.

## AWESOMING UP

**WHEN YOU GAIN AN ADVANCEMENT, YOU MAY SELECT FROM THE FOLLOWING OPTIONS:**

**Add any one of these Guns schticks**

(provided you have its prerequisite, if any): Back for Seconds, Bag Full of Guns I-IV, Bank Shot, Battle Scavenge I-III, Click Click Toss I-III, Eagle Eye, Firm Grip, Flesh Wound, Lone Wolf, Shake it Off, Wild Grenade.

**Add one schtick from any of these**

**Martial Arts paths** (provided you have the prerequisite, if any): Dragon, Flame, Fox, Hundred Names, Outlaw, Sword, Tiger, Weapon Master, Wushu.

**Add a skill you do not have from this list, at a rating of 11:** Driving, Fix-It, Info (any), Intrusion.

**Increase** a skill value from less than 12 to 12.

**Increase** a skill value of 12+ by 1.

**Increase** a backup attack to match main attack.






CHARACTER NAME

CHARACTER CONCEPT

MELODRAMATIC HOOK


BANG AFTER BANG AFTER BANG



Spend 1 Fortune to guarantee a preternatural immunity to the next explosion. Note that this doesn't extend to any vehicle or building you might be inside, any companions with you or even any objects you might be carrying.

1


SHAPED CHARGE



Spend 2 Fortune to either double the amount of damage you just caused with an explosive device, or double its radius of effect.

2

BLAST FROM THE PAST



Spend 1 Fortune to immediately produce a pre-prepared explosive device tailored to solve a specific problem that has arisen in the current keyframe.

1

ADDITIONAL SHTICKS & GEAR

SKILLS

INFO: EXPLOSIVES15

INFO: CHEMISTRY13

INFO: EXTREMELY SPECIFIC POP CULTURE REFERENCES TO THINGS THAT GO BANG13

SABOTAGE14

UNSKILLED CHECKS USE A RATING OF 7

MARKS OF DEATH



SABOTEUR



GUNS

13

BACKUP ATTACK

MARTIAL ARTS 12

DEFENSE

10

TOUGHNESS

8

FORTUNE

7

SPEED

7

BROWNING HI-POWER10/2/3

WEALTH

WORKING STIFF