CITY of CRIME

A System Neutral Sourcebook for "The Vigilante Hack" and all Superhero RPG's

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HOW TO USE THIS PRODUCT: The following is a tool kit product designed to allow players to experience the dangers and thrills of a Vigilante Hero on their nightly patrol of their city. In part it is a re-implementation of a system introduced in a long out-of-print module for a popular superhero RPG from long ago. But it is also much more than that. Taking that core for inspiration, and building on it, in the following you will find…

- A brief breakdown of the 24 districts of a "Generic City", along with summarized points-of-interest, allowing you to transform this "city template" into your OWN city.
- A detailed Patrol Chart of the 24 districts of The City to generate encounters while on patrol. This chart has been edited to clarify which districts are being patrolled, what the nature of those districts is, and to streamline the chance of generating encounters while on patrol.
- A DETAILED, brand new series of charts to generate exactly WHAT the nature of the crime being committed in the Patrol Encounter generated previously. Now you can tell the difference between "Assault with a Deadly Weapon" or a simple "Purse Snatching".
- Charts detailing Criminal Archetypes, the pecking order of Power & Respect in the streets, the Straight Lives of the average citizen, a listing of the most powerful Street Gangs, Biker Gangs, Mafia Factions, other Ethnic Organized Crimes Gangs, and Radical or Subversive Groups. You will also find details on the types of rackets typically encountered in organized crime, two different bonus Random Crime Generators (both a simple list, and one to provide details of Criminal, Crime, Victim, and Motive), and a sample Random Encounter Table and Adventure Stocking Table, both inspired by the Original RPG, which inspired "the Black Hack", which in turn inspired the Vigilante Hack".

Acknowledgement also goes to:

Johnathan Ridd of Cold Blooded Games for the free crime RPG "Dogtown" which gave me all the information on crime in one place that I needed to make this possible.

"The Great RPG Swindle" and "System Sans Setting" blogs for providing two of the tables which I re-edited to make genre appropriate.

Special thanks also to David Black of Gold Piece Publications for coming up with the ideas for "The Black Hack" in the first place, and Eric Bloat of Bloat Games for "The Vigilante Hack" which gave me the inspiration to finally tackle this dream project rather than wait on someone else to write it.

Apologies in advance for what probably looks like a mess, though I tried to polish it to look as good as I could. This is what happens when you give monkeys tools…

Dedicated to my daughters Caitlin & Sasha

Special Dedication to the memory of Zach Best of Conjecture Games for bringing my NPC's to life.

Patrol Chart System

Districts of The City

1	Business District	13	Suburbs, College Town
2	Trainyards	14	Small Neighboring Community
3	University District	15	Upper Middle-Class District
4	The River District	16	Downtown
5	Suburbs, Upper Class	17	Suburbs, Outskirts
6	The Slums	18	Suburbs, Sports District
7	Chinatown	19	Abandoned Industrial District
8	Nightlife District	20	Industrial Parks
9	Midtown	21	Airport District
10	Waterfront District	22	Suburbs, Working-Class
11	Uptown	23	Suburbs, Middle-Class
12	The Bowery	24	Residential Neighborhoods

Points of Interest

1. Business District
   - Stock Exchange
   - First National Bank
   - Theatre District
   - Opera House

2. Trainyards
   - Abandoned Buildings
   - Warehouses
   - Oil Terminal

3. University District
   - City University
   - Artists, Intellectuals, Yuppies
   - Campus
   - Planetarium
   - Jazz Clubs

4. The River District
   - The Reservoir
   - Low Rent Offices and Businesses
   - Street Gangs

5. Suburbs, Upper Class
   - Mansions
   - Country Club
   - Yacht and Tennis Club

6. The Slums
   - The Old Prison
   - Tenement Apartments
   - Abandoned Chemical Plant

7. Chinatown
   - Chinese Restaurants
   - Import/Export

8. Nightlife District
   - Hotels
   - Nightclubs
   - Restaurants
   - Museums

9. Midtown
   - T.E.C.H. Labs
   - High Rise Apartments
   - General Hospital
   - Botanical Gardens
   - Arena

10. The Waterfront
    - Docks
    - Trendy Tourist Shops
    - Eateries
    - Nightspots

11. Uptown
   - City Park
   - Convention Center
   - Hotel
   - Art Gallery
   - Jewel Exchange
   - Memorial Hospital

12. The Bowery
   - Murder Alley
   - Abandoned Buildings
   - Run Down Tenements
   - Public Park

13. Suburbs, College Town
   - City Institute of Technology
   - City Fairgrounds
   - County Sherriff's Department

14. Small Neighboring Community
   - Amusement Park

15. Upper Middle-Class District
   - Mountain's Top Resort
   - State National Forrest and Nature Preserve
   - Historical Museum
   - City Mall

16. Downtown
   - City Hall
   - City Police Department
   - City Jail
   - Hall of Justice

17. Suburbs, Outskirts
   - City Asylum for the Criminally Insane

18. Suburbs, Sports District
   - City Stadium
   - City Fields
   - City Arena

19. Abandoned Industrial District
   - Abandoned factories

20. Industrial Parks
   - Small Companies
   - Tech Firms

21. Airport District
   - City Airport
   - Factories
   - Industrial Plants

22. Suburbs, Working Class
   - Ethnically Divided Neighborhoods
   - Youth Gangs
   - Ethnic Restaurants
   - Art Gallery
   - Casinos
   - Race Track

23. Suburbs, Middle-Class
   - City Cathedral and Seminary College
   - City Zoo
   - City News Herald Newspaper

24. Residential Neighborhoods
   - City Memorial Cemetery
   - Sisters of Mercy Hospital

Patrol Encounter Table: *For each hour spent patrolling a district, roll 1d10 and compare to the Encounter Chance listed below. If it falls within the range roll d100 and find the result on the chart for that number in the district in question.*

District Number	(1) Business District	(2) Trainyards	(3) University District	(4) River District	(5) Suburbs, Upper Class	(6) The Slums	(7) Chinatown	(8) Nightlife District	(9) Midtown	(10) Waterfront District	(11) Uptown	(12) The Bowery
Enc. Chance (1d10)	2-4	4-8	3-5	4-7	1-3	4-8	1-4	2-6	3-5	3-6	2-6	4-8
Encounter %												
Burglary, Private (BRG)	-	-	01-15	01-05	01-15	01-05	01-05	01-10	01-10	-	01-15	01-10
Burglary, Public (BPB)	01-20	-	16-20	06-10	16-20	06-10	06-10	11-20	11-25	01-10	16-25	11-20
Assault (ASL)	21-25	01-15	21-30	11-20	21-30	11-20	11-15	21-30	26-30	-	26-40	21-30
Assault w/ D.W. (ASW)	26-35	16-25	31-40	21-25	31-35	21-25	16-20	31-35	-	11-20	41-55	31-40
Vandalism/Arson (VAN)	36-45	26-35	41-45	26-35	-	26-35	21-25	-	31-40	-	56-60	41-50
Drug-Related (DRU)	-	36-45	46-55	36-45	36-40	36-50	26-40	36-45	-	21-30	-	51-60
Smuggling/Traff. (SMG)	-	46-55	-	46-50	-	51-65	41-60	-	-	31-50	-	-
Street Fight (STF)	-	56-65	-	51-65	-	66-75	-	-	-	-	-	-
Vehicular Crime (VEH)	46-55	66-70	56-70	-	41-45	-	-	46-55	41-50	51-55	61-75	-
Vigilante Attacked (VGA)*	56-60	-	71-80	66-70	-	-	-	56-60	51-60	56-65	-	61-70
Vigilante Test (VGT)*	61-65	71-75	81-85	71-75	46-60	76-80	61-70	61-65	61-65	66-70	76-80	71-75
Other Vigilante (OTV)*	66-75	76-80	-	76-80	-	-	-	-	66-75	71-80	-	-
Law Enforcement (LAW)*	76-85	-	86-95	81-85	61-90	-	-	66-75	76-85	81-85	81-90	-
Suspicious Person (SUS)*	86-95	81-90	96-00	-	-	81-90	71-85	76-85	86-90	86-90	91-00	76-85
Occult (OCC)*	-	-	-	86-90	-	-	86-90	86-90	-	-	-	86-90
Clue/Info/Evid. (CLU)*	96-00	91-00	-	91-00	91-00	91-00	91-00	91-00	91-00	91-00	-	91-00

District Number	(13) Suburbs, College Town	(14) Small Neighboring Community	(15) Upper Middle-Class District	(16) Downtown	(17) Suburbs, Outskirts	(18) Suburbs, Sports District	(19) Abandoned Industrial District	(20) Industrial Parks	(21) Airport District	(22) Suburbs, Working-Class	(23) Suburbs, Middle-Class	(24) Residential Neighborhoods
Enc. Chance (1d10)	2-4	1-2	2-4	4-6	1-3	3-6	4-7	3-6	2-5	4-8	1-3	2-4
Encounter %												
Burglary, Private (BRG)	01-15	01-20	01-10	01-10	01-15	01-10	01-05	01-10	-	01-05	01-10	01-15
Burglary, Public (BPB)	16-30	-	11-15	-	16-25	11-20	06-15	11-25	01-20	06-15	-	16-20
Assault (ASL)	31-35	21-25	16-20	11-15	26-30	21-30	-	26-30	21-25	16-20	11-15	21-25
Assault w/ D.W. (ASW)	36-40	-	21-25	-	31-35	31-35	-	31-35	-	21-25	16-25	26-30
Vandalism/Arson (VAN)	-	-	26-30	16-25	-	36-45	16-25	-	26-40	26-30	-	31-40
Drug-Related (DRU)	-	-	31-35	26-30	-	46-55	26-35	-	-	31-40	26-30	41-45
Smuggling/Traff. (SMG)	-	-	-	-	-	-	36-40	-	-	41-45	31-40	-
Street Fight (STF)	41-50	-	-	31-40	-	-	-	-	-	46-55	41-45	-
Vehicular Crime (VEH)	-	26-45	36-50	41-55	36-45	56-60	41-65	36-45	41-55	-	46-55	46-55
Vigilante Attacked (VGA)*	-	-	-	56-65	46-50	61-65	66-75	46-55	-	56-65	56-60	56-65
Vigilante Test (VGT)*	51-60	46-60	51-55	-	51-65	66-70	76-80	56-60	56-60	66-70	61-70	66-70
Other Vigilante (OTV)*	61-65	-	56-60	66-80	-	71-75	-	61-70	-	71-80	71-75	71-85
Law Enforcement (LAW)*	66-85	61-85	61-75	81-90	66-80	76-85	81-85	71-80	61-75	-	76-80	86-90
Suspicious Person (SUS)*	86-90	-	76-85	-	81-90	86-90	86-00	81-90	76-85	81-90	81-90	-
Occult (OCC)*	-	86-90	86-90	-	91-00	-	-	-	-	-	-	91-00
Clue/Info/Evid. (CLU)*	91-00	91-00	91-00	91-00	-	91-00	-	91-00	86-00	91-00	91-00	-

*These categories are very open ended. These offer a special opportunity to insert your own results if you chose not to use the ones on the Specific Crime Tables.

Specific Crime Tables

%	BRG	%	BPB	%	ASL/ASW	%	VAN
01-90	Home Burglary	01-02	Art Gallery Heist	01-25	Aggravated Battery	01-30	Arson
91-100	Home Invasion	03-25	Bank Robbery	26	Contract Killing	31-60	Criminal Damage
		26-35	Commercial Burglary	27-28	Debt Collection	61-90	Graffiti
		36-50	Convenience Store Holdup	29-30	Domestic Battery	91-100	Terror Attack
		51-65	Gas Station Holdup	31-32	Extortion		
		66	Industrial Espionage	33-47	Homicide		
		67	Industrial Sabotage	48-53	Kidnapping		
		68-72	Jewelry Store Heist	54-74	Mugging		
		73-88	Liquor Store Holdup	75-76	Punishment Beating		
		89-90	Museum Heist	77-94	Purse Snatching		
		91-97	Shoplifting	95-100	Rape		
		98-100	Smash and Grab				

%	DRU	%	SMG	%	STF	%	VEH
01-10	Bulk Shipment	01-05	Art	01-10	Mob War	01-03	Armored Car Holdup
11-40	Corner Buy	06-25	Commercial Goods	11-15	Illegal Fighting	04-08	Auto Stripping
41-51	Drug Deal	26-45	Electronics	16-20	Protest	09-28	Car Break-In
52-59	Drug Possession	46-65	Fencing Stolen Goods	21-25	Riot	29-38	Car Jacking
60-100	Street Dealing	66-70	Government/Industrial Documents	26-100	Street Gangs	39-70	Car Theft
		71-85	Gun Running			71-75	Drive By
		86-90	Precious Metals			76-80	Getaway
		91-100	Truck Hijacking			81-85	High Speed Pursuit
						86-90	Hit-and-Run
						91-92	Reckless Driving
						93-97	Running Gun Battle
						98-100	Truck Hijacking

%	VGA*	%	VGT*	%	OTV*	%	LAW
01-24	Street Criminals	01-29	Fire	01-10	New	01-12	Crime Scene
25-38	Street Gang	30-54	Medical	11-20	Unfamiliar	13-24	En Route
39-40	Motorcycle Gang	55-80	Car Crash	21-30	Known	25-37	Foot Chase
41-59	Organized Crime	81-90	Rescue	31-40	Casual	38-50	High Speed Pursuit
60-69	Ethnic Gang	91-92	Hostage Situation	41-50	Friendly	51-63	Investigation
70	Subversives	93-94	Suicidal Person	51-60	Ally	64-76	Patrol
71-72	Serial Killer	95-97	Explosion	61-70	Rival	77-89	Raid
73-74	Slasher	98-99	Rampage	71-80	Disliked	90-100	Shakedown
75-94	Villain	100	Natural Disaster	81-90	Enemy		
95-96	Cult			91-100	Mistaken		
97	Neighborhood Watch						
98-99	Law Enforcement						
100	Other Vigilante						

%	SUS*	%	OCC	%	CLU*
01-10	Bodyguarding**	01-30	Ritual	01-05	Challenge
11-15	Bribery/Payoff	31-35	Sacrifice	06-50	Crime Scene
16-25	Door Work**	36-45	Grave Robbing	51-70	Informant
26-35	Flim Flam/Bunk Game/Grift	46-70	Desecration	61-85	Policeman
36-40	Lewd Behavior	71-100	Other Crime	86-95	Reporter
41-45	Lookout**			96-100	Witness
46-55	Pick Pocketing				
56-60	Public Drunkenness				
61-65	Courier/Runner**				
66-85	Street Prostitution				
86-100	Suspicious Person**				

*These categories are very open ended. They are a great opportunity to insert your own if you chose not to use the Specific Crime Tables

**These require more details. Either roll again on this table, on the Random Crimes Table, Random Crime Generator, or roll on the Types of Rackets

Other Charts

Criminal Archetypes			
1	The Broker	6	The Pimp
2	The Dealer	7	The Thug
3	The Heister	8	The Thief
4	The Hustler	9	The Runner
5	The Loser	10	The Racketeer

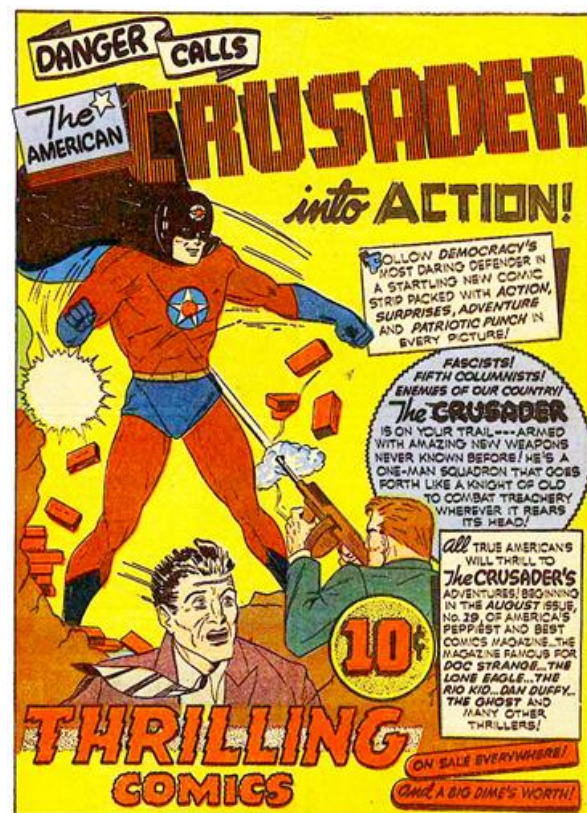| Power & Respect: Pecking Order of the Streets		
1-3	Bums	Down & Outs, Scumbags, Winos, Hookers, Gutter Junkies, Street Trash, Losers
4-5	Whackos	Gun Nuts, Pervs, Freaks, Psychos
6-8	Punks	Gang Bangers, Thugs, Nickle Bag Dope Dealers, Juvie Car Thieves, Muggers
9	Gangsters	Racketeers, Career Criminals, Hitmen
10	Crime Boss	Don, Capo, Godfather, Kingpin, Mr. Big

Straight Lives: Regular Citizens and Victims of Crime		
1-3	Regular Joe	Construction Worker, Cab Driver, Garbage Man, Bartender, Waitress, Mechanic
4-6	Business	Store Owner, Shop Keeper, Entrepreneur
7-8	Professional	Lawyer, Doctor, Journalist, Executive
9	Old Money	High Society, WASP's, Elite, Politicians
10	Cops	Rookie, Experienced, Legends

Gangs and Organized Crime		
1-4	Street Gangs	Bloods, Crips, Asian Boyz, the Wa Ching, the Latin Kings, the Hammerskins, Blood & Honor
5	Motorcycle Gangs	Hells Angels, the Mongols, the Pagans, the Warlocks, the Outlaws, the Bandidos, the Sons of Silence, the Vagos
6-7	Organized Crime	American Mafia, Jewish Mafia, Sicilian Mafia, Irish Mob
8-9	Other Ethnic Gangs	Sinaloa Cartel, Mexican Mafia, Triad Society, Yakuza, Russian Mafia
10	Subversives and Radicals	Aryan Nation, Aryan Brotherhood, KKK, Skinheads, Nazi Party, Weathermen, Black September

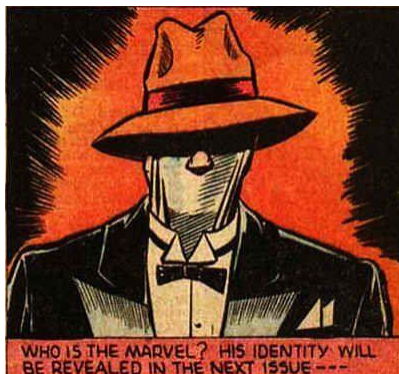| Types of Rackets		
1-2	Smuggling/Trafficking	Street Dealing Wholesale Drug Dealing Fencing Stolen Goods
3-4	Sex Trade	Street Prostitution Brothel High Class Call Girls
5	Hot Cars	Car Theft Ring Chop Shop
6-7	Gambling	Dice Game Poker Game Blackjack Game Sports Betting Numbers Racket
8	Strong Arm	Protection Loan Sharking Labor Racketeering
9	Business Monopoly	Garbage Removal Vending Machines Service/Labor Contracts
10	Other	Production/Distribution of Pornography Unlicensed Fighting After Hours Clubs Counterfeiting

Random Crimes Table

Random Crimes (1d30, or 1d3 & 1d10)		
1	Drug Possession	
2	Prostitution	
3	Theft	
4	Tax Evasion	
5	Vandalism	
6	Arson	
7	Bribery	
8	Burglary	
9	Car Theft	
10	Looting	
11	Racketeering	
12	Assault	
13	Aggravated Assault	
14	Drug Dealing	
15	Conspiracy	
16	(Armed) Robbery	
17	Forgery/Fraud	
18	Extortion/Blackmail	
19	Computer Crime	
20	Rioting	
21	Illegal Immigration	
22	Kidnapping	
23	Deadly Accident (potentially under the influence)	
24	Manslaughter	
25	Murder	
26	Terrorism	
27	Serial Murder	
28	Dangerous Mental Condition	
29	Publishing of Dangerous/Banned/Obscene Material	
30	Classified	

Random Crime Generator

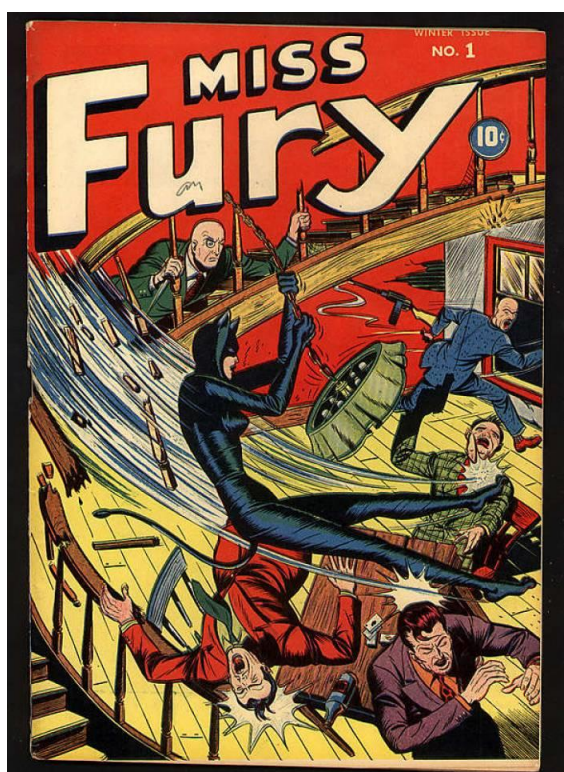| The Criminal (1d20)	
1	Politician
2	Old Money/High Society
3	CEO of a Company
4	Lawyer
5	Doctor
6	Business Executive
7	Police Officer
8	Drifter
9	Priest
10	Street/Motorcycle Gang
11	Store Owner
12	Regular Joe
13	Homeless Vagrant
14	Another Vigilante
15	TV Executive
16	Actor/Actress
17	Organized Crime
18	Common Criminal
19	Friend of the PC's
20	A relation of (reroll on this table and reverse the relationship of criminal and victim)

The Crime (Roll 2d8 and keep the lower result)	
1	Crime against possessions (e.g., Theft, Burglary, Arson)
2	Crime against health (e.g., Assault, Poisoning)
3	Crime against agency (e.g., Restraint, Blackmail)
4	Crime against possessions and health (e.g., Violent Robbery)
5	Crime against possessions and agency (e.g., Extortion)
6	Crime against health and agency (e.g., False Imprisonment, Physical Coercion)
7	Crime against possessions, health, and agency (e.g., Murder, Rape)
8	Evil, Deviant, Immoral (Cannibalism, Necrophilia, Child Molestation/Pornography)

The Victim (Roll 2d8 and keep the lower result)	
1	A stranger to the criminal
2	An acquaintance of the criminal
3	A neighbor of the criminal
4	A friend or colleague of the criminal
5	An extended blood relation of the criminal (e.g., cousin, uncle, etc.)
6	A parent or sibling of the criminal
7	The criminal's spouse
8	The criminal's child or grandchild

The Motive (Roll 2d8 and keep the lower result)	
1	Power: The act gains the criminal power beyond that legally available (Pride)
2	Need: The act is to fulfill a corporal urge (Gluttony, Sloth, Lust)
3	Avarice: The act is to enrich the criminal beyond what is legal (Greed)
4	Hate: The act is to harm someone the criminal hates (Envy)
5	Rage: The act is because the criminal is angry beyond rationality (Wrath)
6	Secrecy: The act is to protect the criminal from legitimate reprisals
7	Loyalty: The act is to benefit or protect someone the criminal owes or loves
8	Madness: The act is because the criminal is insane and does not know right from wrong

RANDOM ENCOUNTERS

The GM should roll a d4 every 15 minutes of real world play that the Vigilantes are prowling the streets or exploring a building. A result of 1-2 means the players will encounter a randomly generated NPC or distraction in the following Minutes (turn).

1st level Random Encounter Table (Example)	
1	Nosey Reporter (1/2 HD +1)
2	Stoolie (1/2 HD +2) Easy to Intimidate
3	Fence/Hustler
4	Rookie Cop (1 HD+1, 2 HD w/ Gun)
5	Beat Cop (2 HD)
6	Pimp (1/2 HD +2, Easy to Intimidate, Summon 1d4 Street Prostitutes (1/2 HD) in 1d6 Moments
7	Crook
8	Thief
9	Drug Dealer
10	Burglar
11	Thugs (1d4)
12	Mook/Goon
13	General
14	Bouncer
15	Security
16	Enforcer
17	Crooked Cop
18	Muscle
19	Ninja/Assassin
20	Organized Crime Boss

Stocking Tables for Buildings or the Streets

First Roll: Encounters		Second Roll: Loot?			
Die Roll	Result	Die Roll	Villain	Trap/Security/Alarm	Nothing
1-2	Villain	1	Yes	Yes	Yes
3	Trap/Security/Alarm	2	Yes	Yes	No
4	Special	3	Yes	No	No
5-6	Nothing	4-6	No	No	No