

BUDGET

| 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

| 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 RANK

| 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

| | |
|--------------------------|--|
| 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 |

PLAYING DIRTY

| 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 lose 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 PREPARATION

| 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) |

DISGUISE INTERPRETATION

| 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

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

Santeria, 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!

SEDUCTION TABLE

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

SEDUCING ENEMIES

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.