

2013



Everytown

TWILIGHT 2013

CREDITS

G-1 (ADMINISTRATION)

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G-2 (INTELLIGENCE)

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The following characters can act as ready-made PCs or as supporting roles as star NPCs for a GM to use in any number of scenarios. Most location and event details are intentionally left vague to allow for their introduction into a number of storylines taking place within the USA or storylines requiring an American character or two.



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Tomlinson grimaced as he cocked his head sideways, trying to shelter his face from the bitter wind that clawed through his light poncho and filthy fatigues. He reached one hand up to close one nostril and blew snot from his nose, overpressure making his ears pop painfully. He closed his eyes in exhausted irritation, knowing he hadn't blown the snot clear of his weapon.

"Look sharp," the sergeant barked, for about the millionth goddamn time.

The batteries for their NVG's had crapped out about mile three hundred of the long march and Tomlinson long since given up on trying to peer into the pre-dawn darkness. Besides, Crawford would let him know when he really needed to be on the look out for hostiles; the Cajun had a nose for trouble.

Still, knowing the sergeant wouldn't be satisfied without some form of response, Tomlinson shuffled around so the sergeant could see his legs moving and think he'd been obeyed. Sarge claimed there was a village out here somewhere, but just now Tomlinson could give a shit. He had his suspicions that the sergeant was lying; that they hadn't received orders from company command when the general retreat started, that they were entirely on their own. He was, however, absolutely sure that only some degree of discipline would get them through this, and if Sarge wanted that responsibility, he was welcome to it.

Crawford took his foot off the gas, cluing Tomlinson that he needed to be looking around. He dutifully peered into the growing dawn and made out a cluster of buildings lining the road ahead. There was a river between the village and their position, a destroyed or washed-out bridge sagging into the shallow flow.

"This is it," Tomlinson heard the sergeant mutter through the open turret ring.

"How do you know?" Hernandez asked from the back seat.

"Cause it's the only place on the map this distance from the MLR.," the sergeant grated in his best 'stop asking me stupid questions' voice.

"What's it called?" Hernandez asked.

"It's called Everytown, FNG," Crawford snapped.

"No it ain't."

Tomlinson grinned, knowing the looks Hernandez was getting. Aside from the stupidity of the argument, Crawford had a low-grade hate for the young Mexican. Tomlinson hadn't bothered to find out why.

"What he means, Hernandez, is that it's just like every other F-ing town we've passed through: That it ain't home," Sarge explained though gritted teeth, *"Now shut the hell up and come with me. Tomlinson, you're covering from here. Someone wake Paulson up. I'm gonna see if we can't find a local."*

INTRODUCTION:

This setting is a ready-made, highly customizable locale for a Twilight: 2013 Campaign.

As written, the locations of Everytown are purposely named by their function and the NPCs called by their trade or position in the town rather than given names so the GM can easily modify them to reflect the locale and society they choose for their campaign. The intent is to maximize utility for every group playing Twilight: 2013, while retaining a plausible feel of a community of survivors that has survived the Last Year relatively intact.

Everytown is the root and trunk of a tree that, it is hoped, will bear much adventuring fruit for players. The follow-on scenarios connected to Everytown will be branches of that tree, usable on their own if grafted into another campaign, but adding adventure to the Everytown setting.

Enjoy!

EVERYTOWN

Sited at a minor crossroads, this sleepy place never warranted an airport or military base of its own. Even the railroad avoided it, never coming closer than fifteen kilometers to the village. A large, and largely derelict, service station dominates the crossroads. Suitable for both fueling trucks and servicing them, before the Twilight War it was the focal point of town, bringing money into the locals pockets by serving the local farmers and the long-range truckers carrying loads to more distant and important communities.

Across the street from the service station is the center of Everytown's religious life, overshadowed by the godless shrine to capitalism across the street. On either side are the local school and a governmental office that housed both postal services and what little local law enforcement Everytown had before the fall. A few small retail shops round out the commercial and public buildings of the village

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center. There are some homes, spreading from the center of town outward along both roads, but not terribly many. Fewer still are occupied.

PEOPLE OF EVERYTOWN

The following NPCs serve as the typical archetypes that you'll find in every town. Their names have been reduced to mere job titles so to allow the GM to customize them for the particular part of the world that Everytown is used in.

Mayor

The Mayor always preferred to lead and let others work for him, and believed the best way for that to happen was to cultivate a position of power. He experienced only minimal success before the war, the regional politics being sewn up by rivals long before he arrived on the scene. Hard Man had been useful to the family interests before and Mayor was about to use his skills to make some openings in the political situation when things fell apart.

Never one to whine, the Mayor took a look at the situation and smiled. Hard Man taught the villagers how to fight and set up security, Farmer knew how to get things from the land, and the Mechanic and Nurse could keep things and people running. What was needed was leadership. Leadership, and a plan to keep what was theirs.

It was his idea to strip the main buildings of goods and make it look as if the place had already be looted. In the process, he created a central store that he could control. Of course, his actions generated some animosity, and as soon as possible he found a willing puppet to take over the operation. His wife and children are living well these days, though Mayor can go for days without thinking about them.

Quality: Regular

Attributes: Awareness 8, Coordination 6, Fitness 5, Muscle 6, Cognition 10, Education 7 (Business Management), Personality 9, Resolve 8, OODA 4, CUF 5

Skills: Persuasion (Professional), Command (Competent), Deception (Professional), Intimidation (Novice), Sidearm (Novice)

Wound Threshold: Slight 1/Moderate 7/Serious 10/Critical 13

Movement: Sprint 13m, Run 10m, Trot 8, Walk 4, Stagger 2, Crawl 1, Travel 5km

Languages:

Third Man

A seller of cheap stock that often had problems he carefully concealed before the War, the Third Man always made himself a profit, even if he had to move on after a sale. Now, things are different. He can't move along if he passes something off as the real deal to the locals.

The Mayor saw the value in having a successful and unscrupulous seller of goods in debt to him, and arranged for the man to take over the stock of the man that had previously run the hardware store. He hates being stuck here, but it's a life. He feels no real loyalty to the mayor, but pays lip-service to him.

Quality: Experienced

Attributes: Awareness 9, Coordination 9, Fitness 6, Muscle 6, Cognition 7, Education 6, Personality 10, Resolve 6, OODA 6, CUF 4

Skills: Persuasion (Professional), Streetcraft (Competent) Sidearm (Competent), Intimidation (Novice), Climbing (Competent), Security (Competent), Hand Weapons (Novice), Deception (Professional)

Wound Threshold: Slight 1/Moderate 7/Serious 11/Critical 14

Movement: Sprint 13m, Run 10m, Trot 8, Walk 4, Stagger 2, Crawl 1, Travel 5km

Languages:

Hard Man

Hard men have always been around. Seldom appreciated, they tend to be able to sleep at night after doing the devil's work. This Hard Man is no different. He does what he must to survive, often not understanding why the Mayor wants particular things done. The rest of the villagers look up to him for his fighting skills, though he has little formal training. His wife lives in fear of him, though he has never raised a hand to her.

Quality: Veteran

Attributes: Awareness 8, Coordination 8, Fitness 9, Muscle 9, Cognition 6, Education 6, Personality 8, Resolve 10, OODA 7, CUF 5

Skills: Fieldcraft (Expert), Longarm (Professional), Hand to Hand (Competent), Command (Competent), Climbing (Novice), Security (Novice), Tactics (Novice)

Wound Threshold: Slight 1/Moderate 9/Serious 19/Critical 28

Movement: Sprint 15m, Run 11m, Trot 8, Walk 4, Stagger 2, Crawl 1, Travel 6km

Languages:

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Gardener

Gardener runs the Hostel quite well, thank you very much. Her garden is the envy of the area, and she is a proud woman. She is also a nosey, suspicious witch whose husband hops to at the least sign of her displeasure. She often listens outside the rooms given to travelers, eavesdropping for Mayor. Gardener is an experienced hand with a pistol, shooting rabbit-raiders in her garden with her light pistol a favored and long-time practice.

Quality: Green

Attributes: Awareness 7, Coordination 5, Fitness 6, Muscle 4, Cognition 6, Education 5, Personality 7, Resolve 7, OODA 3, CUF 2

Skills: Agriculture (Competent), Animal Husbandry (Novice), Sidearm (Novice), Deception (Novice), Streetcraft (Novice), Artisan (Cooking) (Novice)

Wound Threshold: Slight 1/Moderate 7/Serious 10/Critical 23

Movement: Sprint 12m, Run 9m, Trot 7, Walk 4, Stagger 2, Crawl 1, Travel 5km

Languages:

Holy Man

Holy Man detests the Mayor for no other reason than the Mayor has the leadership of the village. He concerns himself with every aspect of life in the village, trying to insinuate his 'wisdom' into each situation. Many recognize that he has little practical knowledge, and a lot of wind. They gave him responsibility for the library to shut him up, not realizing that Holy Man's life is dominated by fear that the people will discover his strict adherence to religion covers an absence of faith. Soon he might burn those books he sees as proof of Satan's will, to prove his faith to the other villagers.

Quality: Regular

Attributes: Awareness 8, Coordination 5, Fitness 6, Muscle 6, Cognition 8, Education 6, Personality 10, Resolve 9, OODA 4, CUF 4

Skills: Persuasion (Professional), Command (Competent), Deception (Novice), Medicine (Novice), Longarm (Novice), Fieldcraft (Novice)

Wound Threshold: Slight 1/Moderate 7/Serious 11/Critical 14

Movement: Sprint 13m, Run 10m, Trot 8, Walk 4, Stagger 2, Crawl 1, Travel 5km

Languages:

Leatherworker

A tradesman before the war, Leatherworker has simple tastes, simple needs, and a simple outlook on life: God, family, friends. He dislikes the Mayor, thinking him a grasping, irreligious man. Holy Man finds him a willing listener. His family's love for him is tempered by his long history of being right in every argument and having the last word.

Quality: Regular

Attributes: Awareness 6, Coordination 9, Fitness 7, Muscle 8, Cognition 7, Education 6, Personality 7, Resolve 7, OODA 4, CUF 5

Skills: Artisan (Leatherworking) (Professional), Longarm (Competent), Persuasion (Novice), Construction (Novice), Mounts (Novice)

Wound Threshold: Slight 1/Moderate 8/Serious 12/Critical 17

Movement: Sprint 15m, Run 11m, Trot 8, Walk 4, Stagger 2, Crawl 1, Travel 5km

Languages:

Nurse

Much sought after in her youth (and occasionally caught) Nurse returned to the village and married Wrench, putting her youthful wildness aside. She was a competent emergency room nurse, but has been terribly overloaded by the things she's seen and had to do over the last years. Barren from ill-advised birth control, she has brought several orphans into her home and made places for them. She hates Holy Man and tries to forget the nights she spent with Mayor.

Quality: Regular

Attributes: Awareness 6, Coordination 9, Fitness 6, Muscle 6, Cognition 8, Education 7 (Nursing), Personality 8, Resolve 6, OODA 4, CUF 3

Skills: Medical (Professional), Longarm (Novice), Persuasion (Competent), Instruction (Novice), Mounts (Novice)

Wound Threshold: Slight 1/Moderate 7/Serious 11/Critical 14

Movement: Sprint 13m, Run 10m, Trot 8, Walk 4, Stagger 2, Crawl 1, Travel 5km

Languages:

Wrench

Trained as a vehicle mechanic and pump technician for the distant mines, Wrench was the local hero when things first went to hell. Keeping things running isn't easy, but it's a living. His life with Nurse makes it easier, sometimes. He got the girl, in the end.

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Quality: Regular

Attributes: Awareness 7, Coordination 7, Fitness 6, Muscle 8, Cognition 9, Education 6, Personality 6, Resolve 8, OODA 4, CUF 4

Skills: Mechanic/Machinist (Professional), Fieldcraft (Competent), Longarm (Competent), Construction (Novice), Mounts (Novice)

Wound Threshold: Slight 1/Moderate 8/Serious 11/Critical 15

Movement: Sprint 14m, Run 11m, Trot 8, Walk 4, Stagger 2, Crawl 1, Travel 5km

Languages:

Farmer

Farmer loves the land, his family, and little else. It is through him that the rest of the village survived in these times. His was the seed, breeding stock and knowledge. Mayor just stole the credit for his family's hard work. He continues to work with Mayor only because to do otherwise puts the whole community at risk.

So long as Mayor doesn't put his hand out for more, Farmer will not bite it off. His sons are the best equipped of the militia after Hard Man. He may seek military training for them and his field hands in exchange for room and board.

Quality: Regular

Attributes: Awareness 6, Coordination 6, Fitness 8, Muscle 6, Cognition 8, Education 7 (Agriculture), Personality 7, Resolve 9, OODA 3, CUF 5

Skills: Agriculture (Professional), Fieldcraft (Competent), Longarm (Novice), Animal Husbandry (Professional), Mounts (Competent)

Wound Threshold: Slight 1/Moderate 8/Serious 11/Critical 15

Movement: Sprint 14m, Run 11m, Trot 8, Walk 4, Stagger 2, Crawl 1, Travel 5km

Languages:

Nightshade

As his name suggests, Nightshade is one of the nightshade collectors for the village.

He recently came here posing as a refugee without goods or skills of value. As such, he was barely accepted for the village's protection. He represents outside interests, using his position as the perfect explanation for visits to each household. He gathers intelligence, and survives. Soon the interests he represents may make a move.

Quality: Veteran

Attributes: Awareness 10, Coordination 8, Fitness 7, Muscle 7, Cognition 8, Education 6, Personality 7,

Resolve 9, OODA 6, CUF 6

Skills: Deception (Expert), Fieldcraft (Professional), Longarm (Professional), Sidearm (Competent), Streetcraft (Professional), Hand to Hand (Competent), Mounts (Novice)

Wound Threshold: Slight 1/Moderate 8/Serious 16/Critical 23

Movement: Sprint 14m, Run 10m, Trot 8, Walk 4, Stagger 2, Crawl 1, Travel 5km

Languages:

PLACES OF EVERYTOWN

A) Observation posts:

An armed older child or adult is always manning each of these small concealed positions. Each trench has room for a pair of grown men to kneel or lie down in cover, and are always manned by at least one person.

GM Notes: The watchers don't have much to see, and therefore aren't the most astute observers. They each have a device they can signal with, usually a whistle. Not placed in the best possible positions, they do provide fair observation of the approaches, and are not easy for the untrained to see.

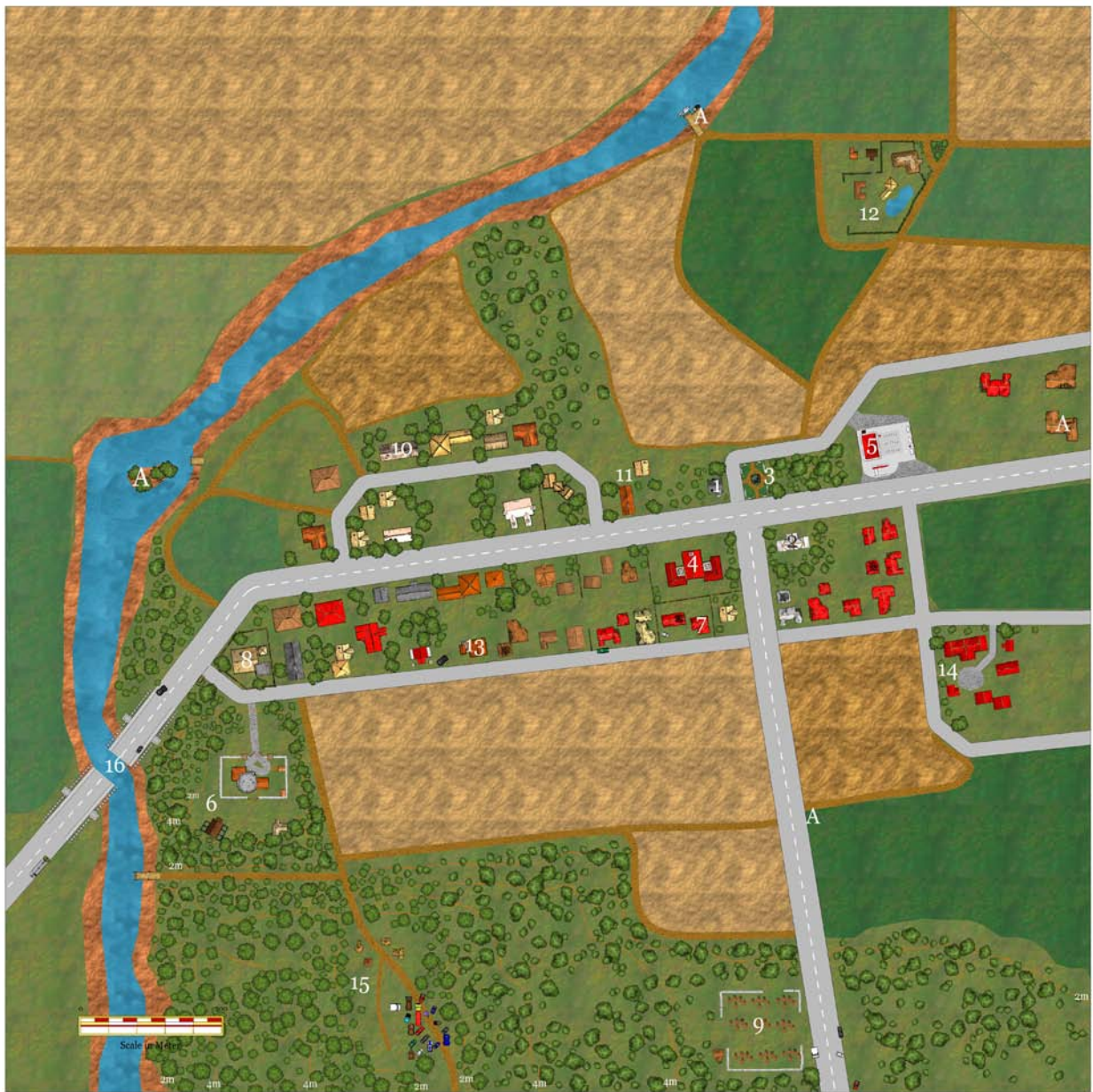
Most men are armed with rifles and shotguns, but there are some assault weapons. All Everytown males under forty-five are required to do one turn of watch at an observation post every two days, with no exceptions (aside from Holy Man, if the GM determines this is against his religion, which would provide another bone of contention).

Refugees and other newcomers to the village are not allowed firearms until they have proven themselves in some way. Thus far, very few have been granted the privilege, and the great majority of those that have are field hands working for Farmer that he has come to trust. Traders are not permitted near the observation posts.

1) Service Station:

This large service station dominates the crossroads despite being set well back from the intersection. The door of the large bay for commercial trucks remains ripped open, some looters having obviously already stripped everything of value. Likewise the pumps, cafe and shop that used to serve the truckers are similarly damaged and emptied.

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GM MAP

GM Notes: Aside from one working heavy hydraulic jack with no power and the building materials that comprise the structure, the place doesn't appear all that useful. The emergency generator was stripped to its constituent components in a misguided attempt to discover why it isn't working and left to rust in the enclosure out back but can be repaired with a few hours work and a successful mechanics roll or two.

In a flash of impractical genius, Mayor had Wrench and some of the other villagers drain the gasoline reservoir, take the pipe covers marked diesel and place them on the emptied gasoline reservoir. Unmarked caps were put on the diesel reservoir and an inch of concrete poured over top.

The emergency generator was fueled from this source, and a hand pump can still be attached to the pipe to extract what little fuel Mayor thinks Everytown requires.

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2) House of God:

When the entire community isn't hiding, the exterior of this place is always guarded by a few armed locals. As a result of both its status and that fact, the house of God has been left mostly unmolested. The main area is pulling double duty, providing a meeting place for the villagers and outlying farmers and herders. The cellars now house the communal library for the town, with some thirty-odd titles pertinent to survival in the Twilight Years.

The religious leader resides here, refusing to do any work but tending his flock and generally making a nuisance of himself by trying to wrest leadership from the secular powers in the village.

3) Village Square and Well:

The well here has come full circle. When the village was first founded, it was the easiest source of clean water for the villagers. With the advent of reliable pumps and plumbing, it fell into disuse. Now, it once again provides the focal point of the village. The folk gather here and gossip in the course of gathering their daily water.

4) School:

The school is the third largest building in town, and appears to have been stripped of everything not bolted down.

Appearances can be deceiving, however, and the cellar here hides the village infirmary. Clean bedding, a tiny generator, lights, and heat lamps make the place equivalent to a pre-war hospital room, though they will be loath to use precious fuel and almost non-existent medical supplies on non-locals. If everyone is healthy, the place is generally empty and silent.

What meager medical supplies the village possesses are hidden against time of need in the home of the nurse.

5) Government Building

This small cinder block building houses two different offices: one a postal service and the other a tiny substation for area law enforcement. Neither was much more than a waiting area, counter, and small back office before the war, and both have since been stripped of everything marginally useful, abandoned and left to rot.

6) Hostel/Boarding House

Out of sight of the main road lies what is probably the oldest building in town. This large home was converted to a boarding house for motorists and travelers passing through the area before the War. It has little to commend it save that the owner put in a garden surrounded in the main courtyard, surrounded by a man-height stone

wall. The garden flourishes, producing a good crop of vegetables and herbs. The untrained would not look at the place twice, but the sturdy stone building and high walls of the courtyard make it the most defensible building in the village proper.

GM Notes: Gardener is willing to let traders and other visitors of import stay here, but only at the direction of Mayor. No visitor will be allowed to stay anywhere else. Gardener has a nice store of pickled, preserved foods available for trade that she kept unreported when Mayor's plans went into effect. She will try and get a deal for herself on any trinkets she thinks pretty or ammo for her .22 pistol.

Gardener spends nearly all her time at the house, sending her husband on any errands. She keeps a pair of harassed refugees as housekeepers, constantly mistreating them. In contrast, she treats any visitors with a warm and polite false courtesy, always on the listen for some morsel of information that she can use to ingratiate herself with them. She makes certain to feed visitors well, knowing that full bellies and a warm atmosphere loosen tongues.

7) Hardware Store

This place too, has been stripped of all goods and the building itself appears derelict. There are absolutely no goods in the place. Even the shelving has been stripped from it.

8) The Third Man's Home:

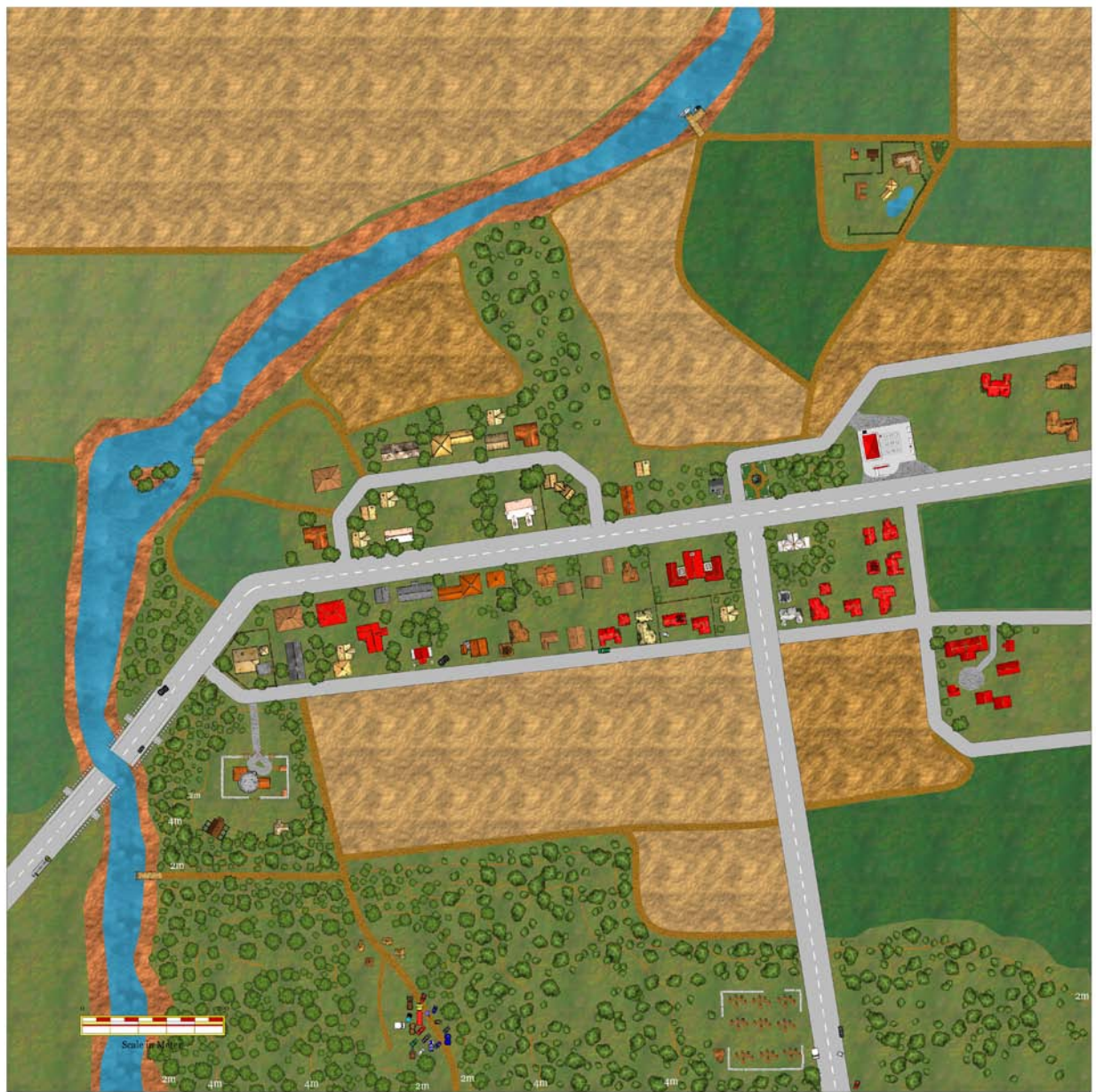
This two-story home isn't particularly large, but the doors and windows are all barred, making the place stand out. The front door is steel, with a viewing slot at head height. All of the unsold stock from both the hardware store and the tools from the service station occupy the ground floor and cellar of the building. Third Man is almost always here. It is safer that way, as some of the locals would kill him as soon as look at him for his hard trades and high-handedness.

GM Notes: Two 100 liter drums, one of gasoline and one of diesel are kept at the residence for trade purposes. A number of smaller fuel cans are used for actual trades. Third man also has any piece of general equipment the GM sees fit to give him to use for trade, including batteries of all sizes. He is not authorized to trade in weapons or ammo. He strikes hard bargains.

9) Cemetery:

The pre-war cemetery. No non-local has been buried here since the flu epidemic, instead they are burned on the southern edge of the cemetery.

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PLAYER MAP HANDOUT

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GM Notes: Strangers and refugees are burned on pyres here, often without a service from Holy Man, who fears he will catch something but claims that not knowing their particular religious requirements makes it a sin to see them interred.

10) Wrench and Nurse's Home:

This small home is very well maintained. A small truck garden isn't doing quite as well. The place has three bedrooms. The nurse and her mechanic husband had no children of their own, but have adopted three orphans. As a result, a couple of children are usually around and checking out the area.

GM Notes: The village's meager medical supplies are kept in the home, much to the chagrin of the Mayor and the Holy Man. Wrench keeps his hand tools with him most of the time, rightly fearful that the Mayor will confiscate them. Wrench can be anywhere at any time, working on minor projects that need fixing.

11) Leatherworker's

This storefront has been the abode of the town leatherworker since the village was first founded. The shop has a spacious working area that is well-illuminated during the day by a number of skylights. Most of their cured leather comes from other farms in the area, and they have a small surplus on hand to make just about anything.

The leatherworker's sons are both journeymen, and handle most of the day-to-day operations. The proprietor has a small family, good tools, and few teeth, but he's always working. The family has enjoyed a huge increase in their importance to the village since the EMP took everything off-line: they are the only makers of saddle, harness, and other leather goods necessary for working the land. The entire family detests the Mayor, finding him irreligious and crude.

GM Notes: Leatherworker's goods are solid and dependable. He can make any number of useful things for PCs, and will give them a fair deal if they deal directly with him and are respectful, not only of his work, but his religion and the villagers in general.

12) Mayor's Farm:

This farm, the first as you travel north out of the village, is owned by the Mayor's family. The fields had been left fallow and were overgrown prior to the war, despite a prime location and proximity to fresh

water. The mayor had people to boss about in town and hoped for a career on the national scale.

The farm has experienced a revival since the War. The Mayor has several hands working the land, mostly refugees. The rambling main house, always a large and imposing structure, is one of stout stone construction and built in the local style. Several outbuildings house the extra hands, small livestock, and other necessities of a working farm, mainly the working stock and hand tools.

GM Notes: Only Mayor and his immediate family go armed here. The Mayor is at the main house just before nightfall and hits the fields until midmorning, when he heads into town to show the flag and make any decisions that need making. He usually heads straight for the House of God. Hard Man comes by in the early evening every day. He and Mayor discuss anything that Mayor thinks he should know about.

13) Hard Man's House:

This house has the look of a neglected property, as if the people living here have little time or patience for either growing things or trimming them back. Metal shutters and a security gate indicate the owner's concern for security, however.

GM Notes: Hard Man has a lovingly maintained gun safe where he keeps any weapons he cannot use or has confiscated. There are a number of rifles and some assault weapons of calibers he has no ammo for in the safe, as well as those that have maintenance issues he cannot fix.

Hard Man is here from dawn to mid-afternoon, sleeping. He rises a few hours before dusk and walks to Mayor's home. Once done with Mayor, he walks the village by night, not trusting another to the task. His wife is here unless she is getting water from the well.

Hard Man will wake or his wife will wake him if the whistle is heard during the day. If he is given time, he will respond with a group of armed villagers a few minutes after any whistle is blown.

14) Prosperous Farm:

This farm is the most successful in the valley, and it looks it. The high-yield fields and good livestock of this farm were the key to the village's survival and current level of success in the post-war environment. The main farmhouse is large and well maintained, with several outbuildings housing the help and tools to run the farm, as well as the livestock and working stock.

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The farm supports a large family and even more laborers and field-hands. Farmer has kept a surprising number of his family alive through the hardships, and is well-loved by them for his leadership. He rarely leaves his land, but his male family members are part of the militia and are often coming and going from the place. No one goes about the farm unarmed.

GM Notes: Farmer has a reloading bench, but only has dies for hunting rifles and shotguns and has recently ran out of primers. Third Man and Mayor are kept carefully unaware of this important resource. Farmer rightly fears they will confiscate it and thereby rob his family of a sustainable defense against any future tyranny planned by Mayor. His representatives may approach PCs for either primers, dies or both.

Farmer is almost always here, as are the majority of the just under twenty souls that call his place home.

15) The Dump

South of the village, the dump is home to those refugees that have barely passed the Mayor's criteria for protection in the village. Huts and lean-tos are the only shelter here, and the people are far from comfortable. No one has a firearm, though all have some kind of hand weapon to fight off the rodents, if nothing else.

When the pumps serving the plumbing of the village stopped working, there was no convenient way to flush the waste. Farmer recognized that it makes good fertilizer, if it's carefully rendered safe. This is the collection point for nightshade and other waste from the homes of the villagers. The five adults who live here go out each morning and collect the food scraps, human waste and other material left out by those that live in the village proper. They then place the waste in the heaps, beginning the process of composting. Almost all of the plastics and scrap that could have been recycled or repaired have already been mined from the old garbage heaps. They are fed two meals a day in exchange for their labor and told that if they prove themselves, they be brought into the community proper. Very few have been assimilated, and most of them from the very first days.

GM Notes: The dump is Nightshade's base of operations. He's buried his kit nearby. It includes: a quality backpack, suppressed firearms and with sufficient ammo, a radio, and additional rations to keep his strength up.

16) The Collapsed Bridge:

A bridge of one sort or another has stood on this site since the settling of the village. The modern bridge was a few decades old when it was destroyed by an air-strike a few months back. No one knows who took it out, since it happened in the middle of the night.

GM Notes: Mayor has considered fixing the bridge, but without materials and heavy equipment, has given it up for a lost cause. Farmer has the heavy equipment, but no fuel. He's not about to ask Mayor for any, either.

If the GM wants, the river is passable by civilian off-road and military vehicles equipped with snorkels. Difficult, slow, but passable.

CUSTOMIZING EVERYTOWN

The custom job you do yourself is always the best; that is the guiding principle behind both the adventures and Everytown itself. Everything in it is intended to allow the GM to tailor the content to their players with a minimal amount of crossing out, brainstorming, and name-changing. All that having been said, we had more than a few ideas for GMs running Everytown:

On the Player Characters Provided

We have provided player characters for five players. They are American National Guard soldiers, and as such, have a background reason to be in just about any region of the world the GM might decide to plunk Everytown into.

On Locations

Turkey, Czechoslovakia, Ukraine, Germany, Eastern United States, Wales, Northern South America, any of these places have areas that are just enough off the beaten path that they could easily be modified to your group's desires. Symbol maps (the ones with just a dot and a village or township name are best to get a location that can be worked to suit the map provided with this book.

A small bit of research on the part of the GM can dig up some interesting factoids and modes of behavior that will make for an evocative atmosphere. If the Arab Imam takes the sergeant's hand in his own left hand to greet him, a subtle message can be sent that will have smart players responding harshly.

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On Language and Culture

Blanks are provided for the GM to select the languages the PCs and major NPCs speak. GMs should keep in mind other differences of behavior that language is a part of. For example, it is not considered unusual for Muslim Sudanese males that are friends to hold hands as they walk through the market, whereas that would of a indicate a whole different set of relationships to a person growing up under another set of norms.

On Names and Naming

There are many resources available on the internet to choose names that both accurate and evocative of the locale they choose. If you set up for a game in Hungary, the first name of Zoltan for the Mayor wouldn't be out of place and helps to evoke a bit of the foreignness for players with limited familiarity with the region. Take a moment to look up what a name means in that language and to that religion.

On Religion

The Holy Man and religion chosen for the House of God will make a large difference in the feel of the town. A Baptist minister of the American South is going to deliver his rhetoric a bit differently from a Turkish Imam or an Orthodox priest of Eastern Europe. It might also be a good idea to be a student of your players in this. Religion is an extremely hot-button issue for most, and must be handled carefully.

In Summation

Have fun! If you want your Georgians (the nation, not the state) to be the descendants of the Varangian Guard that have kept to the old ways for nigh on two thousand years, have fun! Viking out, bror!

GM NOTES

Mayor came up with a plan when the village was attacked by its first set of marauders: hide all the goods the village could not produce for itself and only defend the fields, livestock, and residents against predators. They did some damage to their own homes and made an attempt to make the village look as if most everything of value had already been taken. His plan was to concentrate the resources into a central pool to be doled out on those projects deemed most beneficial to the survival of the community.

Mayor held a meeting, having already gathered the support of key members of the community for his plan, which they accepted and quickly carried out.

Mayor's plan did discourage marauders, and the

few raids they defended against since its adoption were quickly stopped with few shots fired. They haven't yet been faced with a threat great enough that Mayor gave an order for everyone to hide. It remains to be seen if they could successfully avoid or resist a concerted and well-trained effort to strip them of their livelihoods.

The plan has even discouraged refugees, who are met at the bridge or the outskirts of town and told that they will only be given a bit of broth and are refused entry unless they claim a skill that no one else in town has. Those who do not have such skills are told to move along. Those that beg to differ are ordered again at gunpoint.

Those with goods to trade or of obvious material wealth are given an opportunity to discuss what they wish to trade, and if they seem relatively low-threat or are obviously capable of taking out a significant portion of the village's defenders are asked if they wish to stay at the hostel and have a hot meal before entering into more lengthy discussions.

The villagers gave up a lot when they gave Mayor control of the tools and expendable resources they possessed. In the villager's fear and near panic, the supplies they gathered up and hidden away. These supplies were not carefully documented and only Mayor and later Third Man, know how much is really in Third Man's house.

Mayor is not a despot, lacking the guts to truly run roughshod over the residents, but he is high-handed enough that other prominent citizens resent his leadership quite strongly. Mayor managed to deflect some of their anger by bringing Third Man in. The man takes the blame for decisions Mayor knows will be taken poorly. When he doesn't want some project taking priority, he tells Third Man to tell the people there aren't enough materials or tools for that job.

Farmer hasn't pushed for a change in leadership because his family is well supported and the Mayor has not asked anything of him he did not feel he could do without or that would benefit his family long-term.

Because of Mayor's success, none but the most religious in town even know about Holy Man's dislike of the Mayor. Holy Man knows that he doesn't know how to improve things and is smart enough to know he hasn't the present ability to take over, however much he'd like to.

While these internal pressures dwell beneath the surface, the community does its best to show a united front when confronted by outsiders.

The balance is delicate, and easily upset.

And here come the U.S. National Guard.