



A City

Game Chef 2010 Entry
Tad Kelson
500 Penny Design

500 Penny Design

What is Where

Purpose	3	Professional.....	13
Background and Setting elements	4	Administrative.....	13
Core Ruleset	5	Production	14
Core Ruleset	5	Transportation.....	14
Conflict Resolution.....	6	Military	14
Character Creation	8	A City as a Character	15
Hard Elements.....	8	A City.....	15
Soft Elements	10	Location	16
Careers	10	City Character Creation and Tables	16
Career Areas.....	11	All those other Rules	20
Management.....	11	Non-Player Characters, or the masses	
Professional.....	11	out there	20
Service and Sales	11	Outfitting	20
Administrative.....	11	Master Skills List	21
Production.....	11	Character Sheet	22
Transportation.....	11	Rule Set conventions	23
Military	11	Sources and Inspirations for different	
Master Skills List	11	parts to A City	23
Career Writeups	13		
Management.....	13		

Purpose

A role playing game for 1 or more players along with a traditional game master role, intent on the journey involved in exploring a strange city located somewhere not entirely known, far from the comfortable and familiar.

In *A City* RPG the players take on traditional characters, sometimes with non-traditional abilities, and just explore the city and their surroundings, to discover what can be found in a straightforward RPG fashion.

A City is not an entry level Roleplaying Game. The author presupposes at least a passing familiarity to the idea of assuming characters, a player with the will to make decisions and to come up with things for a character to do, outside of having a Game Master

The players must have some idea of what a character might like to do, have some sense of independence in order to succeed, to enjoy, playing a game set in *A City*.

Likewise a Game Master, term used here, must have some idea of what sounds good to them, to run the game well.

Time to dive into the game set in *A City*.

Background and Setting elements

A City sits somewhere. Oftentimes far from the familiar confines of nations and tax structures, often far away from stock markets and scare media tactics, far from the bustle that the cities of the East and the West take for granted in the so called Modern Age.

It has no name, it has no allegiance, it just exists. Sometimes a wanderer, a nomad, will come across rumors of its existence, and with due diligence, finds a way across trackless wastes or covered dunes to locate it.

There is commerce that is conducted. There are schools of higher education that students from across the world come to attend.

The train tracks lead out into the surrounding waste, somehow ending up terminating somewhere closer to what is called Civilization.

Life goes on, people fall in love, babies are made, fortunes created and lost, and the homeless look the same here as they do in New York, Tokyo, Hong Kong, London, or Tampa.

Still things are not always what they appear, and most especially not here, not in this city, far from somewhere else.

Locals and natives often are surprised when things turn towards some other odd direction, and life and existence pulls them into A City.

Core Ruleset

A City is a traditional role playing game, in a more simulationist way of thinking. There is a core setting, A City, and the players take the roles of the characters they create and portray during the course of the gaming session or sessions. It is campaign oriented, with character development and increase being an element to the rules and experience. It also allows for flexibility in the creation of the characters, with some charts to help determine what The City is going to be like. Every person running this game will approach it differently, and as the creator I am not holding you to my vision. These are the guidelines and examples how I Play, feel free to change it to suit your mentality and have fun. That is the key to this hobby, to have FUN, not get all wrapped up.

A City uses a classless skills and abilities oriented character system with a dice oriented conflict resolution method. There is no sub-system for combat, all conflicts are resolved the same way, just the base starting is different, depending on whether it is a Physical Conflict, Mental Conflict, or Emotional Conflict. The dice rolling aspect remains the same.

A core element is that of ability. If it is reasonable and rational for a character to succeed at a conflict challenge, especially something as mundane as driving a car from one place to another, where it is reasonable to presume essentially automatic success, don't roll dice, just let it happen. Making a simple computer document, taking the vehicle in to change the oil, assembling pre-made furniture, preparing food, all the things that you, the reader, can do day in

and day out without having to work very hard at it, simply paying attention, then for all sakes, don't sweat it.

The Conflict Resolution system is there for when it is a matter of win or lose, life or death, direct antagonism between two entities of some sort, when the boss says the client is here unannounced and you must go present and save the client RIGHT NOW, then the dice come out. Because it all will fall out one way or another, win or lose.

Conflict Resolution

If it is unclear when something will come about in either success or failure, let the dice roll and let chance decide, with some hedging of the bets by the players through their characters. When it is appropriate to roll the dice, then this part comes into play.

All conflicts are considered opposed. Either there is someone else working against the character, circumstances conspire against them, the fabric of the city or of reality precludes simple resolution, or it is just too damn difficult to make it happen. Then the dice come out.

For the characters the resolution system is simple.

There are three main areas that conflicts can arise in

Relating to the three abilities, as described in Character Creation

They are

Emotional

Mental

Physical

Depending on how these are ranked, each character has one of these ranked first, then second, then third. More details in character creation.

Now depending on the ranking, the character has a base number to roll on 3d6. The first ranked ability gets 3 dice to roll, the second or middle gets 2 dice, while the lowest ranked on gets a single d6 to roll. This can be modified by a sub-division of the ability, an applicable one will add on a single d6 to the total to roll. If there is a skill that applies to the challenge then go ahead and add another dice into the roll. While a special ability will have a more direct affect and each

one needs to be consulted first. In those cases odds are the special ability will negate or determine what happens in the conflict.

Compare the summed up total of all dice to the amount of comparable dice rolled against them, in opposition.

The one that scores higher succeeds, the lower one fails, and a tie means a draw occurs.

At this point the winner gets to decide what occurs. This is a very subjective occurrence and can make or break a life or career. Essentially, if it comes down to dice rolling, the winner calls all the shots. When a draw occurs each side picks a partial resolution and mutual agreement comes into play to set out the exact results.

An example:

If a character ends up in a gun fight for some reason against burglars, the winner will determine the final outcome.

If the character wins, they can state they shoot the burglars, either wounding bad enough or killing them.

If the burglars win, they can state they kill the character, they render them unconscious, they are able to outwit and take all their money, etc.

If it comes out as a draw, the two sides can decide on something that occurs, such as no money is taken, the burglars all escape, no harm is done.

It is a do or die game system, and the stakes and outcome comes on a single set of die rolls.

In a mental challenge, death might not be the end result, but bankruptcy, poverty, indentured work, brain damage, all are theoretical results. This would come out in a contest of wills for a new

job position, it can be in solving a complex puzzle if a Forensics Investigator resulting in either arresting a serial killer or in them never being found and free to kill again and again.

Emotional challenges will leave the fewest scars on the outside, but internally can leave a character with no compassion, clinically depressed, drive them insane, or what ever seems appropriate. This is the most difficult to determine in advance. It can lead to the greatest complications and the ones most suitable for long term consequences. (note in the eyes of the designer the greatest long term consequence of an Emotional Challenge will likely result in new Dependents arriving to complicate the lives of the characters).

Character Creation

Characters

Here are the main elements that make up the characters

Hard Elements are the statistics, the numbers

Soft Elements are the background, motivations, story and playing elements

Steps to make a character in A City

Now comes the First Decision

In essence there are two main ways to look at making a new character

Either roll the statistics, select the skills and abilities, then add in the soft elements afterwards.

Or create the soft elements, then create the hard elements to suit the backstory and history already imagined.

It does tend to be simpler to do the Hard Elements first, then the Soft Elements.

Those players who are more SystemLess oriented, or more Storytelling oriented, might wish to go the Soft Elements first route. Neither is more correct, the ruleset presumes a person will make the character's abilities first, then create a background to fit into what is made.

Second Decision

Career determining Skills and Abilities or the reverse, depending on preferences.

The career picked will inform the player of suitable skills their character would have, of the age of the character when play begins, what sorts of resources they might have at the beginning, and how much of an effect they could have on the setting from an influence perspective.

Hard Elements

First are the things we as people have no control over in our own lives, things like height, weight, physical raw potential, mental acuity, etc. Things we cannot easily change.

So first off are the three main characteristic abilities

They are the EMP system

Emotional

Mental

Physical

With these base abilities, sub-abilities can be defined and explored and created simply enough. They map out nicely to most other standard RPGs, allowing for characters to come and visit from previous gaming experiences.

Emotional deals with the emotions, stability, a general appeal once past the looks stage, ease to make friends, acceptance of others, depth or shallowness of felt emotions, etc. In A City, this would also cover things like compassion, care and consideration, charismatic appeal, etc. If necessary, a soul in the belief system way of thinking would be covered here also.

Mental refers to thinking speed, cognition, memory, common sense, pure processing power. If a character has a mind oriented skill or ability, this will govern that in any conflict resolution.

Physical is just what it refers to. How strong, how good the eye hand body coordination is, base ability to run sprints or long distance, general capacity to lift weight, and overall health and wellbeing. This is the most obvious of the three characteristic abilities, and the one that is most focused on in most RPGs.

The player will take the three characteristics and place them in order of importance to them, or to their character. So if a player wants a strong dumb character, they would have Physical as the most important, then Emotional, with Mental as the least important characteristic. This ranking will determine what is available for skills and abilities, and is a core underlying aspect to the creation of a character.

Once the ranking is done, record them in Most to Least order.

At this point a player can add on supplementary characteristics. These are sub-divisions of the main three characteristics, and will be used to flesh out the Hard Elements of the character.

There are no hard and fast rules as to the sub-characteristics. Instead there are general guidelines. Think in terms of how the character might be described to someone. Terms like trustworthy, pragmatic, kind-hearted, strong, light on their feet, etc. All the adjectives that can apply to a person can fall into the sub-divisions. Put down how many descriptors are desired, with moderation as a key element, no more than 3 to 5 per main ability, is suggested. It is perfectly fine if there are no sub areas, making a character that is more rounded and less obvious.

Now comes the numbers portion of this section.

The ability that is primary roll 3d6 and record the total. This becomes the characteristic score that will be used in conflict resolutions related to that ability.

Then for the second choice, roll 2d6 and record that score. Yes it could in theory be larger.

Then for the lowest ranked choice, roll a single d6 and record the score.

So the first one ranges from 3 to 18

The second from 2 to 12

And the third from 1 to 6

In theory the lowest ranked score could exceed the two ranked higher, especially if poor dice rolls are made. In a case like that, leave the rankings as they are, but triple the value of the highest ranked score and double the middle ranked one, which should most often exceed the lowest ranked ability. If that does not do that, then the character is sub-average and that is how it goes.

Now with abilities set up, and sub-divisions made, and a numerical score associated with the primary ability, time to put some skills and other abilities on the character sheet to further round it out.

To determine the skills and special abilities, if appropriate or available, a career is needed. If you think of the abilities as the skeleton, then the career in A City is the organs, the muscles, the gross covering of the bare bones. Then the clothing and other outfittings of the character comes from the backstory and history, as well as the interactions the character has with others, including the city this is taking place in.

Below are a number of Careers that can be selected to give a start to a character. Each career gives some suggested skills and a few potential special abilities, because this is a role playing game with

fantastic elements to it, and the setting is from the lands of the speculative as well. These suggested careers presume a game set in a contemporary or modern landscape. They will work well for more future oriented, and less well if this is being taken into a more fantasy or older time period. In cases like that, judgment on the part of the game master is necessary to provide suitable, for their view, options.

The careers are really what make up the character. Along with the occasional special ability (which are decidedly not normal) they are the framework for the character, even more than the 3 core abilities.

Soft Elements

Here is where the character will be fleshed out, clothing placed on them in a manner of speaking. This is the ephemeral portions, where they live, what they like to do in their off time, what they enjoy for recreation, hobbies and friends, family and fiends in their lives as well as life and love.

Take time here and fill in details. Did the character come from another city and end up in this one? Are they a native and used to the distinct and different natures inherent in the location? Are they just a nomad, a wanderer, passing through from one place to another? All of these will express themselves in goals and aims separately. The local will want to improve their status, the newcomer to find out more and acclimate while the character just stopping in temporarily will have their own agenda separate from the other two perspectives. Is the character male or female
How old (Based on Careers)

a/s/l Ht Wt Commitment Status

Do they own, rent, lease, share, homeless, what are the living arrangements?

These are the questions to be answered in the Soft Elements portion of character creation.

The over all process to creating a character in A City is very simple. The difficulties lie in fleshing it out to provide for suitable motivation in a gaming environment. This is one game setting where it is plausible to play a character that is essentially a regular person, with hopes and dreams and aspirations similar to us, the readers. The Soft Elements are what will bring the collection of Careers and Skills (As it does for us gamers) to life and provide for the distinction.

Careers

These are organized into the following format for ease of use and understanding of what they all entail. The Career Name, suggested age for a character when this has been their career, what skills are applicable game wise, which of the three abilities should be the primary one to be truly successful in this career, as well as a few suggested special abilities if desired or applicable.

Career
Suggested Age
Primary Ability
Skills
Specials

The suggested age is a guideline for a standard person. It is not a perfect figure; there are always factors that will adjust this. Secondly a player can have a

character with more than one career, in which case the game starting age needs to be adjusted.

For a second or more career, take the difference in age and subtract the higher from the lower. Divide that in half and add it to the first career suggested age. This then becomes the age at the start of game play.

Once the starting age is created, and the soft elements and motivations are developed take a look at the age and see if it is appropriate. Adjust by a few years to make it seem more accurate, or appropriate to the character as it has developed.

In Example: A player selects a Military Career which leaves a suggested age of 38 years old (18 years at enlisting plus 20 years of their life making for 38 years old). They then select an Administrative Career with a Suggested Age of 28 (18 years old plus 10 years of experience and or education) the 38 for Military – 28 for Administrative leads to a 10 year difference, divided by 2 gives 5 years, making a game starting age of $38 + 5 = 43$ years old.

Yes A City is designed to have older characters, and the attendant issues in such age, as work, life, career, family, etc. that is a large part of the potential conflicts and issues in playing in this setting. We are all getting older, we need to be more comfortable in our own aging skins, and this is one slight avenue, along with exercising our creativity.

Career Areas

Here are overarching broad strokes of careers with details under each section
Note: Needs to be completed

Management

Supervisory
Middle Management
Upper or Senior Level Management

Professional

Engineer
Scientist
Medical Professional (Doctors, Surgeons, Specialists)
Other Medical Specialties (Veterinarian, Chiropractic, Registered Nurse, Psychologists, etc.)

Service and Sales

Administrative

Government
Private
Corporate

Production

Farming
Light Industry
Heavy Industry

Transportation

Drivers
Loaders
Shipping and Logistics

Military

Officer
Enlisted
Specialist

Master Skills List

Master Skills Listing

Archeological Practices
Arms and Armor (weapons) [Knives to Machine Guns]

Business Tactics and Strategy	Mental
Hide	Mental
Hide from others	Physical
Intimidate others	Emotional
Investigate	Mental
Jump	Mental
Knowledge (civics)	Mental
Leadership Skills	Emotional
Logistics and Transportation	Mental
Move Silently	Physical
Munitions (For demolition)	Mental
Navigate (Either Land or Sea)	Mental
Perform (Sing, Dance, Act, etc)	Emotional
Research	Mental
Search	Mental
Sense Motive	Emotional
Sleight of Hand	Physical
Spot	Mental
Survival	Mental
Swim	Physical
Tumbling and Acrobatics	Physical
Writing	Mental

Career Writeups

Management

Supervisory

Career
Suggested Age
Primary Ability
Skills
Specials

Middle Management

Career
Suggested Age
Primary Ability
Skills
Specials

Upper or Senior Level Management

Career
Suggested Age
Primary Ability
Skills
Specials

Professional

Engineer

Career
Suggested Age
Primary Ability
Skills
Specials

Scientist

Career
Suggested Age
Primary Ability
Skills
Specials

Medical Professional (Doctors, Surgeons, Specialists)

Career
Suggested Age
Primary Ability
Skills
Specials

Other Medical Specialties (Veterinarian, Chiropractic, Registered Nurse, Psychologists, etc.)

Career
Suggested Age
Primary Ability
Skills
Specials

Service and Sales

Career
Suggested Age
Primary Ability
Skills
Specials

Administrative

Career
Suggested Age 28
Primary Ability
Skills
Specials

Government

Career
Suggested Age
Primary Ability
Skills
Specials

Private

Career
Suggested Age
Primary Ability
Skills
Specials

Corporate

Career
Suggested Age
Primary Ability
Skills
Specials

Loaders

Career
Suggested Age
Primary Ability
Skills
Specials

Production

Farming

Career
Suggested Age
Primary Ability
Skills
Specials

Shipping and Logistics

Career
Suggested Age
Primary Ability
Skills
Specials

Light Industry

Career
Suggested Age
Primary Ability
Skills
Specials

Military

Officer

Career
Suggested Age 42
Primary Ability Mental
Skills
Specials

Heavy Industry

Career
Suggested Age
Primary Ability
Skills
Specials

Enlisted

Career
Suggested Age 38
Primary Ability Physical
Skills
Specials

Transportation

Drivers

Career
Suggested Age
Primary Ability
Skills
Specials

Specialist

Career
Suggested Age
Primary Ability
Skills
Specials

A City as a Character

As in most RPGs, the Game Master takes the roles of the Non-Player characters. However in A City RPG, they also take the role of the city proper. This is what the players are exploring, the hidden alleys, the strange cul-de-sacs, the docks or wharves, the merchant areas, farmers markets, forgotten used book stores, and employment opportunities. This is where, while not in direct opposition to the players, the Game Master has a clear and defined role. In addition to setting up the game, they are running the entire city thinking of it as a character its self. Consider the statements of cities have a life of their own, a soul that lives and breaths. This is the character, Hard and Soft Elements to it.

To aid in creating this, if so desired, as a series of charts and suggestions to take, to flesh out the city and work towards making it feel like it is a living actual location, instead of a stock cardboard place where player characters show up at, sell loot or find someone to fleece, and then leave to crawl away. No, not this RPG, the whole situation is predicated on the players exploring the city, and you the GM providing the city to explore, while all enjoy.

A City

This section is here to aid in making the 49 Areas to the city.

A City, as the setting and a character, has a few guiding principles underlying it Exploration is one of them

A Journey, traveling, movement, is another

With those in mind, the city size is 49. This is 7 days times 7 hours a day of traveling, exploring, living within, and so forth. This is the number of different parts to each city, sometimes with overlaps small or massive, sometimes with absolute distinctions between each of them. Since it is a living character that is a part of the game, each city, for each game and person creating it will differ. This can be a hard and fast distinction, it can be loose and flowing, it can be explicit or just in the back of the mind of the GM.

Now to making the character, with the same three primary abilities, and then some die rolls to mix things up.

Each city will be ranked in the three abilities, Emotional, Mental, Physical. This differs from the other characters as in, the city does not actually have emotions, or a strength. Instead these are the aspects to the city. So a more Mental oriented city will have a great college, good education, enlightened leadership, a more Physical one has good infrastructure, strong police and emergency services, while the Emotional side refers to mental resilience, the arts and culture, how well it is thriving from an internal standpoint.

Once selected, go through and come up with sub-divisions just as a player would for their character. Ones such as quant, neighborly, sustainable, Financially Solvent, etc will all work in this circumstance. These are overall traits and sub-divisions. There will always be the low rent districts, the seedy part of town, the dumps and rows of tenement houses. Recall the size of 49, imagine if you will it would take a normal person 7 days of walking

to go from the outermost portions to the inner city area to cover it. A City is supposed to be huge and imposing as well as living and breathing.

Location

A City is always located far away from other cities or civilizations. That is even if it is set in the modern right now world, with access to current cell phones, social media, etc. The city will be located somewhere far away, never specifically stated, but it will entail extensive travel to arrive there. This makes each one remote, cut off, insular, and of necessity almost or totally self-sufficient.

City Character Creation and Tables

The default method to creating the city is to determine what sort of city it is, what the different parts might consist of, what influences are at work in the city. Each city has a starting seed. This is the value used to chose aspects and elements of the city.

Starting seed is determined by looking at your watch, and checking the seconds hand. What second was it at? Failing a seconds option, what minute was it when you started creating A City?

This starting seed is the value on the following City Creation Chart to pick in each area. If that is not a desired value adjust it up or down by 1 location. Or if nothing else, pick and chose what you like. It is a game after all.

Note: More work needs to be done on these charts

A City Creation Tables

Starting Seed	Tech	Social	Society	Governmental	Support	Industries	Imports / Exports
1		Opera		Absolute monarchy	Hospital	Light	Food
2		Museum		Anarchist communism	Local Police	Heavy	
3		Play Houses		Anarcho-capitalism	Local Fire	Steel	
4		Art Shops		Aristocracy		Insurance	
5		Flea Markets		Consensus government		Banking	
6				Consociationalism		Retail	
7				Constitutional monarchy			
8				Constitutional republic			
9				Corporatism			
10				Crowd Governance			
11				Deliberative democracy			
12				Democratic socialism			
13				Despotism			
14				Diarchy			
15				Dictatorship			
16				Dictatorship of the proletariat			
17				Direct democracy			
18				Duchy			
19				Elective monarchy			
20				Enlightened absolutism			
21				Enlightened absolutism			
22				Futarchy			
23				Grand Duchy			
24				Green anarchism			
25				Hereditary monarchy			
26				Isocracy			
27				Kleptocracy			
28				Kritarchy			
29				Libertarian municipalism			
30				Libertarian socialism			
31				Military dictatorship			

32	Monarchy
33	New Monarchs
34	Ochlocracy
35	Parliamentary republic
36	Parliamentary system
37	Participatory democracy
38	Plutocracy
39	Policestate
40	Polyarchy
41	Popular monarchy
42	Presidential system
43	Principality
44	Representative democracy
45	Republicanism
46	Self-proclaimed monarchy
47	Semi-presidential system
48	Stratocracy
49	Theocracy
50	Timocracy
51	Totalitarian democracy
52	Tribalism
53	Tyranny
54	Westminster system
55	No Government at all
56	No Government at all
57	No Government at all
58	No Government at all
59	No Government at all

City Sections

Use this to make notes for each section

All those other Rules

At some point in the game things will arise that needs adjudication or determination, such things as fire, food and shelter, clean water to drink, air that is breathable, rent determination, income, etc.

This game is focused on a journey that is exploration of the city the players are located, or find themselves, in. The mundane concerns of food and shelter, of paycheck and bills, cannot be totally avoided. However, this is for a sense of entertainment and while copious rules can be fabricated to simulate real life, why bother, instead let the abilities and the city abilities be the guideline.

First off look at the backstory of the characters. Did they indicate employment currently, are they in a relationship, did they happen to write down renting or buying a home? These are all concerns in the real world, and by extension of this game. But the game can abstract them to a large degree.

Non-Player Characters, or the masses out there

At some point or time the characters will have interactions with other people or things. These are called NPCs in most Role Playing Games, or NPCs. Their creation is simple and swift.

Select the rankings being either Emotional, Mental, or Physical
This will determine the dice for any tests under those areas. Presume they have the necessary skills based on what they do. Short and sweet.

Outfitting

Outfitting is the term used in A City to show where and what people are buying, what they own, what they desire, etc. This is the pure materialism aspect to the game, besides the physicality of printing out the rules that is.

Take a few moments and go through and select what would reasonable and rationally be part of their household possessions. Few people own guns, almost everyone with an apartment has furniture though. Go and list out a good quantity of what could be found in their house. If they are new to the city, then what is on their person, car, or travel trunk.

Master Skills List

Here is a listing of all the skills in A City RPG

Skill

Master Skills Listing

Archeological Practices

Arms and Armor (weapons) [Knives to Machine Gus]

Business Tactics and Strategy

Hide

Hide from others

Intimidate others

Investigate

Jump

Knowledge (civics)

Leadership Skills

Logistics and Transportation

Move Silently

Munitions (For demolition)

Navigate (Either Land or Sea)

Perform (Sing, Dance, Act, etc)

Research

Search

Sense Motive

Sleight of Hand

Spot

Survival

Swim

Tumbling and Acrobatics

Writing

E/M/P

Mental

Physical

Mental

Mental

Physical

Emotional

Mental

Mental

Mental

Emotional

Mental

Physical

Mental

Mental

Emotional

Mental

Mental

Emotional

Physical

Mental

Mental

Physical

Physical

Mental

Character Sheet

Name

A/S/L

Career or Careers

Relationship Status

Prior Employers

Ability Priorities

First

Second

Third

Ability Score

First

Second

Third

Master Skills Listing

Archeological Practices

E/MP

Mental

Arms and Armor (weapons) [Knives to Machine Gus]

Physical

Business Tactics and Strategy

Mental

Hide

Mental

Hide from others

Physical

Intimidate others

Emotional

Investigate

Mental

Jump

Mental

Knowledge (civics)

Mental

Leadership Skills

Emotional

Logistics and Transportation

Mental

Move Silently

Physical

Munitions (For demolition)

Mental

Navigate (Either Land or Sea)

Mental

Perform (Sing, Dance, Act, etc)

Emotional

Research

Mental

Search

Mental

Sense Motive

Emotional

Sleight of Hand

Physical

Spot

Mental

Survival

Mental

Swim

Physical

Tumbling and Acrobatics

Physical

Writing

Mental

Rule Set conventions

No classes
Ability to mix and match
Compatible with most traditional gamers
Dice oriented [d6 only for ease of play and access]
Character oriented
Treating the city as a character as well
Based on character interactions
Career oriented in character creation

Sources and Inspirations for different parts to A City

Mana Junkies *Bare Trees*
Siouxsie and the Banshees *Cities in Dust*
Muse their two CDs I have, Black Holes and Revelations and The Resistance
M. John Harrison's Writings
Journals and Journaling
The idea of a Resume as a story or life, and how to bring it to the gaming table
The Mythic Journey, both The Heroes Journey and the Shamanic Journey
The online game known as Echo Bazaar
The Gamemastery Guide for Pathfinder Role Playing Game by Paizo
A cutoff feeling from the movie Silent Hill (before the city people discover they are all dead)
Call of Duty, Modern Warfare 2 Multiplayer Hardcore Deathmatch Mode and all maps
Call of Duty, World at War, Multiplayer Maps
The US Department of Labor Occupational Handbook for guidance on careers