

NAME

DESCRIPTION

LOCATION

NEIGHBORHOOD TYPE

Select one type for your neighborhood.

☐ Established

Stable urban neighborhood, established shops, older buildings.

Tag: *Established*

Experience: Gain experience when you assist an established location with a serious problem.

☐ Pioneer

Up and coming neighborhood, new businesses, new buildings, refurbished housing.

Tag: *Contemporary*

Experience: Gain experience when you help a new resident or person with a serious problem.

☐ Sunset

In decline. Older buildings and businesses.

Tag: *Rundown*

Experience: Gain experience when you convince a resident or business to remain in the neighborhood.

☐ Residential

Primarily houses and living spaces, parks, schools, etc

Tags: *Residential*

Experience: Gain experience when you assist a resident with a serious problem.

☐ Historic

Contains historic buildings and landmarks

Tag: *Historic*

Experience: Gain experience when you protect a historical landmark from threat.

☐ Enclave

A neighborhood surrounded by a larger one whose inhabitants are culturally distinct.

Tag: *Enclave*

Experience: Gain experience when you partake in a cultural activity based on the culture of the neighborhood.

☐ Retirement

Made up of people who are retired and of advanced age.

Tag: *Geriatric*

Experience: Gain experience when you spend time with the elderly.

TAGS

Select two positive (left) and two negative tags (right) for your neighborhood:

- | | |
|-------------------------------------|-----------------------------------|
| <input type="checkbox"/> Quiet | <input type="checkbox"/> Loud |
| <input type="checkbox"/> Clean | <input type="checkbox"/> Dirty |
| <input type="checkbox"/> Trendy | <input type="checkbox"/> Crowded |
| <input type="checkbox"/> Bustling | <input type="checkbox"/> Vacant |
| <input type="checkbox"/> Beautiful | <input type="checkbox"/> Polluted |
| <input type="checkbox"/> Bright | <input type="checkbox"/> Insular |
| <input type="checkbox"/> Eclectic | <input type="checkbox"/> Ugly |
| <input type="checkbox"/> Close-Knit | <input type="checkbox"/> Dark |
| <input type="checkbox"/> Accessible | <input type="checkbox"/> Unvaried |
| <input type="checkbox"/> Green | <input type="checkbox"/> Wasteful |
| <input type="checkbox"/> Elegant | <input type="checkbox"/> Isolated |
| <input type="checkbox"/> Polite | <input type="checkbox"/> Barren |



NEIGHBORHOOD WORKSHEET

ALLOWANCE

BLUE GREEN RED

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Place the following modifiers in the stats below: +2, +1, +0, +0, -1

Allocate 1:1

RESERVE

BLUE GREEN RED

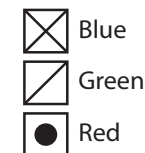
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At the end of session perform the following steps in this order:

1. Remove Condition
2. Adjust Attributes
3. Consume Water
4. Allocate Water
5. Progress Projects

Allocate 2:1

TANK



VALUE

CONSEQUENCE

SAFETY

PROSPERITY

HAPPINESS

HEALTH

BUSINESS

Consume Water

At the end of session, the neighborhood consumes water. Remove water from all attribute tanks in the following manner:

1. Remove all red water from the tank.
2. 1 green water (if there is no green water, remove a blue water in its place)
3. Expand blue Water into green water if there is space

Lowering Attribute (End of Story)

When the tank for an attribute is empty, describe what has happened for this attribute to slip, then lower the attribute by 1 (Min -2), and raise the tank to 5 water. If the attribute is at -2 when this occurs, assign a Condition to the Neighborhood, and raise the tank to 5 water.

Raising Attribute (End of Story)

When the tank for an attribute is full, describe what the neighborhood has done to improve this attribute, then raise the attribute by 1 (Max +2) and lower the tank down to 1 water.



NEIGHBORHOOD MOVES

Select a move for your neighborhood.

☐ Pool Resources

Neighborhood. When you **ask the neighborhood for money**, Roll+Prosperity. On 10+ the neighborhood provides up to 3 water marks no strings attached. On a 7-9 the neighborhood provides up to 3 water marks but takes the condition Strapped for Cash under Prosperity until the credits are paid back. On a 6- the neighborhood cannot spare anything, and the GM can make a move.

☐ Rummage Sale

Neighborhood. When you **need an item that could be found in your neighborhood**, Roll+Business. On a 10+, the neighborhood is able to produce the item for less than its retail cost. On a 7-9, the neighborhood can produce the item but the item is either more expensive than retail, not in great shape, or can only be borrowed (the GM will tell you which).

☐ Night on the Town

Neighborhood. When you **hit the town to forget your worries**, Roll+Happiness. On a 10+, you relax and unwind and can remove one mental condition you have. On a 7-9, you relax and unwind, but it gets a little out of hand. You still remove one mental condition and pick 1:

- You angered someone in the neighborhood. Name them and what you did.
- You damaged some property. What was it and who outside of your crew knows what you have done?
- You are hung over. You wake up with 1 water.
- You overspent your budget. Lose 1 water mark. If you don't have one you owe someone 1. Name that person.

☐ Word on the Street

Neighborhood. When you **ask the neighborhood what is going on with a specific problem**, Roll +Safety. On a 10+ the neighborhood has someone who will tell you what you need, no strings attached. On a 7-9, the neighborhood has some information, but needs something in return. The GM will tell you what.

☐ Patched Up

Neighborhood. When you **are physically injured and are looking for help**, Roll+Health. On a 10+, you are taken in and taken care of, remove one physical condition you have. On a 7-9, you are able to be helped, remove one physical condition, and pick 1:

- You owe them for their services. Pay 1 water mark or 1 unit of blue water.
- You owe someone a favor for their help. Name the person. The GM will tell you what you owe them.
- You are low on fluids. You recover with 1 water.

RENOVATIONS

Basic Renovations

The following advancements are available to be unlocked by creating a project:

- ☐ Raise the maximum Safety value to +3 (*Safety*)
- ☐ Raise the maximum Prosperity value to +3 (*Prosperity*)
- ☐ Raise the maximum Happiness value to +3 (*Happiness*)
- ☐ Raise the maximum Health value to +3 (*Health*)
- ☐ Raise the maximum Business value to +3 (*Business*)
- ☐ Unlock a Neighborhood Move (*Attribute*)
- ☐ Unlock a Neighborhood Move (*Attribute*)
- ☐ Increase monthly water Allowance by +1 Green (*Business*)
- ☐ Increase monthly water Allowance by +1 Green (*Prosperity*)

Advanced Renovations

After you have completed 5 of the basic renovations you may perform any of these renovations:

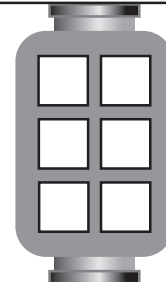
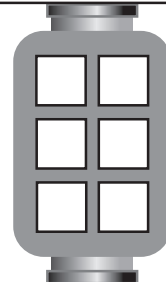
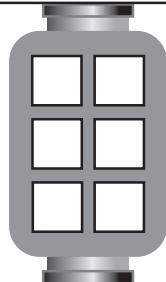
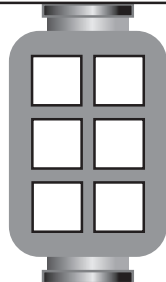
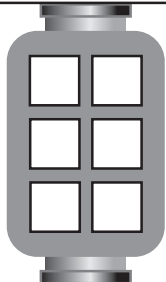
- ☐ Change your neighborhood type (*Prosperity*)
- ☐ Remove a Negative tag from your neighborhood (*Happiness*)
- ☐ Change or Add a Positive tag to your neighborhood (*Safety*)
- ☐ Increase monthly water Allowance by +1 Blue (*Business*)
- ☐ Filter up to 2 Red waters in your Allowance or Reservoir to Green (*Health*)
- ☐ Filter one Green from your Allowance to a Blue (*Health*)



NEIGHBORHOOD MAP

Creation Steps (see Chapter XX): 1. Create Basic Landmarks 2. Tag Locations 3. Characters' Homes 4. Characters' Drives 5. Hostile Forces

Project	Project	Project	Project	Project
Renovation	Renovation	Renovation	Renovation	Renovation



Attribute
Complete or Failed?

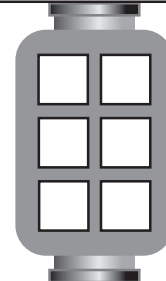
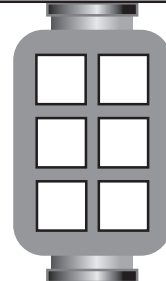
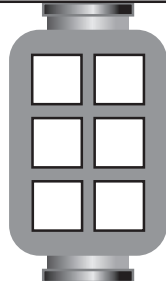
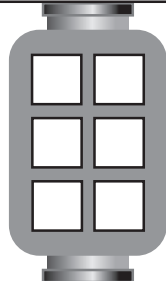
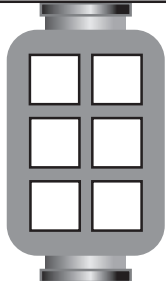
Attribute
Complete or Failed?

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Project	Project	Project	Project	Project
Renovation	Renovation	Renovation	Renovation	Renovation



Attribute
Complete or Failed?

Attribute
Complete or Failed?

Attribute
Complete or Failed?

Attribute
Complete or Failed?

Attribute
Complete or Failed?

TANK



Blue



Green



Red