The Game In Brief

Style: This is a near-future, fast-paced, action comedy that pokes fun at unwise criminals, inept lawmakers, lazy rich people, greedy dot-com corporations and the gig economy. It's a game that actively rewards bad behavior on the part of the characters. Think *My Name is Earl* meets *Brazil* meets *Adventures in Babysitting* meets *Scott Pilgrim vs. the World*.

You Are: A "Scofflaw," a parolee trying to make ends meet by taking on a variety of dangerous and seemingly-impossible tasks submitted on various job apps, with the help of a hacked brain implants that makes you stronger, faster and smarter for every law you happen to be breaking.

Game Setting: Scofflaws takes place approximately 22 years in to the future. America is the default setting. Phones look different, drones are more common, cars can drive themselves, the government is a bit less competent, but otherwise things look fairly similar to how they look today. Gameplay could happen anywhere in the US, from tiny rural communities to the biggest of big cities.

Your Goal: Make enough money to make your rent, don't get killed, and don't go to prison for too terribly long. You and your friends make money by taking jobs online. The best paying jobs are the hardest, so you end up taking jobs that no mundane human could accomplish. To have the power to complete these jobs, you'll have to find creative ways to break as many laws as you can, simultaneously (without getting arrested or seriously hurting innocents).

Game Rules: Scofflaws was built with two versions, one using ORC-L (Organic Rule Components Lite) and the other using Fate Accelerated. You're looking at the ORC-L version now. If you'd like to give the other version a try, go to www.vajraenterprises.com to download it for free.

ORC-L is designed for lite or live action simulationist play. The basic mechanic is to compare one's AV (attribute + skill + equipment) to either the difficulty for a task or to an opponent's AV. You then do something that gives you a 50% chance of winning (e.g. a coin flip) until you lose a number of times equal to your AV or win a number of times equal to the difficulty or to your opponent's AV.