

Introduction

Disclaimer

"If you can't tell the difference between fantasy and reality it's your problem not mine."

- CJ Carella- Witchcraft

The world of **Chav: The Knifing** is a fictional other world created for the purposes of satire and a damn good RPG.

If you go round happy slapping, mugging and hanging around Bus Shelters that's your problem not ours.

Any resemblance to real world companies or individuals is for the purposes of satire. If you can't take the joke then by all means try to sue us but it won't stick!

This game contains harsh language, semi accurate stereotypes and insulting commentary. If you are offended by this product we can only assume you bought it because you like being offended.

Postmortem Studios

Postmortem Studios is the 'independent label' imprint of Origin Award Winning RPG author James 'Grim Desborough, author of The Munchkin's Guide to Powergaming and numerous other titles for various gaming companies. Postmortem Studios has existed for some time but was formed into an official company in 2004 and has produced several successful PDF works in that time from the much imitated 100 Adventure Seeds books to the controversial card game Hentacle. Postmortem Studios goes from strength to strength in providing quality roleplaying products for players everywhere.

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The Life of Grime

"Okay Rodney, brace yourself."

-Del Boy- Only Fools and Horses

Welcome, once again, to the Shadow World, a world not dissimilar to our own but no less frightening for it. Perhaps the nights are darker, the alleyways longer and more winding and the proliferation of bored youths standing at Bus stops is a little greater and even more intimidating.

There's a couple of other new additions as well, like vampires, were-creatures and zombies - but nothing to worry about.

In **Bloodsucker: The Angst** we gave you this world from the perspective of the whiney Bloodsucker subculture. With the mysterious powers of undeath granted to them they had become the very creatures they most desired to be.

The creatures we follow in this game are already everything they want to be and are no less frightening for it.

The Chavs rule the streets of the Shadow World. Composed of only the most violent, disaffected and trendy individuals they fiercely make their stand against the world in general, armed with only improvised weapons, cheap cider and camera phones. The Chav Roleplaying game allows you to take on the role of one of these mysteriously powerful creatures of the night as they mug, Happy Slap, party, fornicate and run their way to victory over their many enemies. Oh, and spend a lot of time hanging around Bus Stops for some reason.

While most will play the part of the alter egos they create, the Games Master will describe the world to you, bringing the story world to life and - of course - placing many nasty obstacles in your way as you attempt to advance in Chav society by ever-more nasty deeds.

The Truth Behind the Chav Menace

Chavs think they're the normal ones and the rest of society is wrong. The truth is horrifyingly different. Chavs have been endowed with special powers by the sleeping Bus Stop God Chavthullu. Player ignorance of this fact is nigh on impossible to prevent from evaporating but it is important to remember that character ignorance is compulsory. Chavs do not view their powers as anything unusual and gain and spend Bile with the same unconscious effort as Mundanes metabolise food.

What You Need to Play

"Be Prepared"

- Motto of the Boy Scouts- Also a wonderful song sung by
Jeremy Irons in The Lion King.

For this game you will need

- One or more Friends to play with. This may be difficult but mentioning the game's title never fails to get a laugh.
- A Character Sheet.
- Pencil, eraser and spare paper.
- A full set of dice including four sided (D4s), six sided (D6s), eight-sided (D8s), ten sided (D10s), Twelve sided (D12s) and twenty sided (D20s)
- A menacing hoodie
- A baseball cap with the peak curved around.
- Cheap alcohol (cider).
- Junk Food
- Miscellaneous Accessories AKA 'Bling'
- Hip Hop or Gangsta Rap on the Stereo
- Somewhere to play. Traditionally Roleplayers use private rooms but Chav really lends itself to odd locations to play. Kudos to the first person to send us a photo of themselves playing Chav at a Bus Stop.

The Chav Rulebook

"Rules are made to be broken"

-Popular Saying

This book has been written to give you everything you need to create and play Chav characters within the Shadow World setting. It also gives the Games Master just enough material to create adventures and escapades for your characters and to bring the Shadow World to life in High Definition Imaginatiovision™. The following chapters are included in this book.

Chapter 1 - Characters in Chav: A fully comprehensive guide to creating your scourge of the streets. From genuine Gangstas to pathetic wannabes, from insane druggists to voracious sluts. They're all here.

Chapter 2 - Skills: A breakdown of the Skills featured in Chav. These allow your character to specialise in a number of fields from bitching about their peers to using rope to securely tie a bondage partner.

Chapter 3 - Feats: Feats are special abilities designed to aid customisation and reflect background. In practice however they are mostly use to out-munchkin the other players. They are gained slowly over time and for Chav also include supernatural powers called Talentz.

Chapter 4 - Pros and Cons: As if feats weren't enough we present you with a selection of background advantages and flaws to further twink... sorry 'customise' your character.

Chapter 5 - Background: Who is this person you have created? Everything from where they come from to what clothes they wear must be considered as well as how they fell into the Chav subculture in the first place.

Chapter 6 - Voodoo: This chapter takes a detailed look at the dread Magic(k) of the Chemistz known among Chavs as Voodoo.

Chapter 7 - Combat: Violence runs through a Chav's veins as surely as the Bile that fuels their supernatural powers. This chapter covers what happens when your Chav inevitably gets caught up in affray.

Chapter 8 - Chav Society: Though not as social creatures as the Bloodsuckers Chavs still have their societal pecking order. Look here to find how you and your crew fare in the struggle for Cred.

Chapter 9 - The Shadow World: Although they may seem on first to be a uniquely British phenomenon Chavs are spread across the world. This chapter allows you to make your adventures truly globe spanning and gets you into fights with the Chavs of other lands.

Chapter 10 - The Opposition: Chavs are not the only creatures out there in the Shadow World. This chapter details the forces that oppose them: From the bobby on the beat to more weird stuff like Dogboys and Bloodsuckers.

Chapter 11 - Campaigns in the Life of Grime: This chapter gives you hints, advice and story seeds for your Chav chronicle.



Hoodiez

'No hoodies'

-Bluewater Shopping Centre

The Chav Menace is a veritable army of criminality and delinquency. Every army needs its foot soldiers and when it comes to war the innumerable ranks of the Hoodiez step up. By far the most common of the Chavs and named after the most popular type of Chav clothing Hoodiez are on the outside what all Chavs are on the inside. Brash, violent and often inebriated.

Hoodiez are very poor at playing politics. They see the Yardiez and Chemistz as the natural leaders of Chavdom content to be a mere muscle to their brain. Hoodiez are quite straightforward in their dealings with Chavs, Mundanes and other supernatural creatures. If they like you you're in the clear and can look forward to many drinking challenges and much friendly banter. If they don't like you you're liable to end up in the hospital or worse.

Though not above infighting over the pettiest of things Hoodiez stick together through thick and thin and will often gang up on anyone unfortunate enough to earn the enmity of one of them. Lacking will and personality of their own they are often herded like sheep by the Yardiez and others across the minefield that is the Shadow World. Those that survive become much more deadly fighters but they don't spontaneously develop a personality to go with it.

As far as organisation goes left to their own devices the Hoodiez are raucous and undirected. It takes the leadership of a Chav from another Clique to give them direction. They take orders easily and can be a potent force when wielded against an enemy.

Hoodiez are easy to recognise as Chavs on sight. Their trademark look that gives them their name comes from the distinctive hooded woollen tracksuit that marks them out as the foot soldiers of the Chav Menace.

Cribz: The dwellings of Hoodiez are within the colossal concrete leviathans that are council estates. Typically untidy, though not to the extent of the Muppetz, they are as uniform as the Hoodiez themselves. Hip hop on the stereo, posters of rappers all over the walls and various implements of violence in the wardrobes. It's easy to tell a Hoody's room from sight.

Talentz: Hoodiez favour power over finesse. Chav Strength is by far their most common Talent. Few of them are without it.

Background: The ranks of the Hoodiez are drawn from the dregs of society. Growing up in such squalor builds up the barely contained rage that makes up what a Hoody is. For this reason Hoodiez are resentful of those Chavs from more fortunate upbringings. They do not see such characters as Chavs and do what they can to remind them that they aren't welcome.

Class Skills: Balance, Climb, Escape Artist, Heal, Jump, Survival, Tumble

Credo Weakness: Hoodiez are easily led. They have -2 to their Will Save.

Credo Strength: Hoodiez are strong: whether by working out, the Bile flowing through their veins or steroid abuse. Hoodiez start with an extra point of Strength.

Thoughts on Other Credo

Chemistz: Yeah you got my usual Blud?

Muppetz: Just why?

Pikeyz: Fast but weedy. Safe though.

Slagz: That your boyfriend? (Thump) now he's not.

Walliez: Give us your money.

Wiggaz: Sad little gits with no respect for their bodies.

Yardiez: They're in charge. As much as we try to prove otherwise it's a fact.

Life Templates

'Those that can do. Those that can't teach.'

-Proverb

Life Templates provide a rounding out for your character and represent what they do in their normal life when they're not hanging around bus stops and intimidating people. If hanging round bus stops and intimidating people is truly all your character does I suggest the Person of Leisure or Petty Criminal background. Different Life Templates provide different bonuses, usually an increase to an attribute, some Class Skills and a special ability of some kind that may or may not be Level dependent. There is nothing to stop you combining a couple of Life Template ideas together for your background but you only receive the benefits for one unless you have taken a Pro that allows you to take more than one.

The following descriptions map out each of the possible Life Templates, though your Games Master may, if gullible enough, allow you to make up your own. Time-Travelling Yakuza Assassin doesn't really fit the style of the game though. Bear that in mind.

Artist

'I dream a lot. I do more painting when I'm not painting. It's in the subconscious.'

-Andrew Wyeth

Artists rarely make it in life and their passion usually ends up relegated to being a hobby. The Artist Life Template represents someone who has not bowed to the vicious needs of reality and is insisting on trying to make it in life as an artist.

Artists are impoverished and starving spending what little they have in trying to improve their art, which is often derivative or not half as good as they think it is. This self-imposed suffering gives them a sense of superiority that irritates ordinary working Joes and also makes them think they can empathise with the homeless or poor by circumstance. Something which irritates the people in those situations no end.

Ability: Artists are used to hardship and starvation gaining a +1 to their Constitution Ability as a result.

Class Skills: Appraise, Bluff, Computer Use, Craft and Knowledge (Art).

Special: Artists gain an extra Skill Point at each Level, which must be spent on one of their Class Skills. Artists must spend at least £5 per session on art supplies. Artists get +2 Cred.

Moolah: Artists are impoverished wastrels and start with £400 worth of goods and an income of £30 per game.

Burger Flipper

'Raw sewage flooded the Lewisham branch of McDonalds. Staff said no stock was damaged but it would have been a brave man to try the chocolate milkshake that day.'

-Angus Deyton- Have I Got News For you

When there's no other work, you need the money and you can swallow your pride there is always burger flipping. The lifelong career of many an arts graduate and the safety net of former dot.com millionaires, burger flipping has a proud tradition of exploitation.

It's also tedious, backbreaking and depressing work combining the horrors of dealing with stupid people with wearing a goofy uniform and getting spattered with hot fat. On the plus side a little money is made and you generally get free or discounted 'food'. Of course, you know that Damien pisses in the fat that the fries are cooked in and that there was not any such thing as 'special sauce' until Clarissa got that infection, so you might not want to eat it, even for free.

Ability: Burger Flippers gain +1 to their Constitution as a result of working so long around hazardous materials.

Class Skills: Bitch, Bluff, Heal, Hobby and Streetwise.

Special: At levels 1, 5, 10, 15 and 20 the Burger Flipper receives a +1 bonus to their Fortitude Save. They can always get free meals. Burger Flippers also tend to put on weight and get horrible skin conditions resulting in a -1 to their Charisma. Burger Flippers lose -2 Cred.

Moolah: Burger Flippers start with £400 worth of goods and an income of £40 per game.



The Opposition

As nice it would be that Chavs confine their violence to their internecine turf wars they are violent buggers with a vicious streak a mile wide and a need to destroy anything different. As such you will need some opponents for your Chavs.

These opponents can be mundane or supernatural; everything from mere mortal Policemen trying to get a grip on the War on Chavs to capricious Bloodsuckers looking to expand their domain into the Crew's territory.

Most can be dealt with by a good kicking but some require a more subtle approach.

Bible Bashers

'I believe gay marriage should be between a man and a woman.'

-Arnold Schwarzenegger

If there's one thing religious types don't like it is those who think differently, engage in alternative religions, have carnal relations with their own gender or... well hell, this list could go on forever really, but the gist of it is they particularly don't like kids who dress in hoodies and listen to that 'satanic' Rap music, let alone, binge drink, beat people up, practice Voodoo and have supernatural powers.

Even before religious types realise that they're dealing with the supernatural they can cause problems for Chavs. They take their favourite video games out of the stores, make buying their favourite music difficult, campaign against comics, get clubs closed down and interfere in schools to make their lives there even more miserable. God forbid any one of them finds out they're dealing with the chosen of a minor Bus Stop Deity because then things could get really nasty.

Weak Bible Basher (Torch Wielder)

Abilities: Str 11, Dex 11, Con 11, Cha 11, Int 11, Wis 11

Base Attack: +1

Close Attack: +1

Ranged Attack: +1

Defence: 10 Armour: 0

Hit Points: 11

Saves: Fortitude +0, Reflexes +0, Will +2

Skills: Profession/Craft +5, Intimidate +5

Feats: Alertness, Iron Will

Special Abilities:

Induce Nausea: Bible Bashers can make a crass, racist, moronic or otherwise horrific statement that causes distress, astonishment and nausea in anyone with a more liberal outlook who hears it. The target must make a Will Save against a DC of 12 or suffer a -2 penalty for a turn to all their actions while they gag and choke in horror.

Weak bible bashers are drooling rednecks in 'God Hates Fags' T-shirts and seem to appear spontaneously, even in quite liberal communities, to back up the actions of their fire-and-brimstone preachers. Weak bible bashers attack with their fists and harsh language.

Medium Bible Basher (Pitchfork Wielder)

Abilities: Str 12+1, Dex 11, Con 11, Cha 11, Int 11, Wis 11

Base Attack: +2

Close Attack: +3

Ranged Attack: +2

Defence: 11 Armour: 0

Hit Points: 12

Saves: Fortitude +3, Reflexes +1, Will +3

Skills: Profession/Craft +7, Intimidate +7

Feats: Alertness, Iron Will, Great Fortitude

Special Abilities:

Induce Nausea DC14. Bigot Shield: Bible Basher's prejudices are so deeply ingrained that their mind and attitude cannot be changed by any means whatsoever, natural or unnatural.

Medium Bible Bashers are more brutish and red-faced than their weaker brethren and far more likely to get into fistfights with people who disagree with them. Medium Bible Bashers attack with their fists and harsh language unless otherwise equipped for a fight.

Powerful Bible Basher (Fire and Brimstone Preacher)

Abilities: Str 11, Dex 11, Con 11, Cha 12+1, Int 11, Wis 11

Base Attack: +3

Close Attack: +3

Ranged Attack: +3

Defence: 12 Armour: 0

Hit Points: 14

Saves: Fortitude +4, Reflexes +2, Will +7

Skills: Diplomacy +7, Intimidate +7, Bluff +7

Feats: Alertness, Iron Will, Great Fortitude, Toughness.

Special Abilities:

Induce Nausea DC17, Bigot Shield. Testament: The Fire and Brimstone Preacher can level a sermon or biblical quote with such force of personality that it can cause physical harm to the supernatural. Any supernatural entity targeted by this power must make a Will Save against a DC of 17 or lose an action and 1d6+1 Hit Points.

Powerful Bible Bashers are the preachers, lay or otherwise, of their flock of angry sheep with the ability to stir them into a frenzy, convince city hall or TV stations to publicise their campaign and to shout down anyone who disagrees. Powerful Bible Bashers mostly attack with Rhetoric or other Bible Bashers.