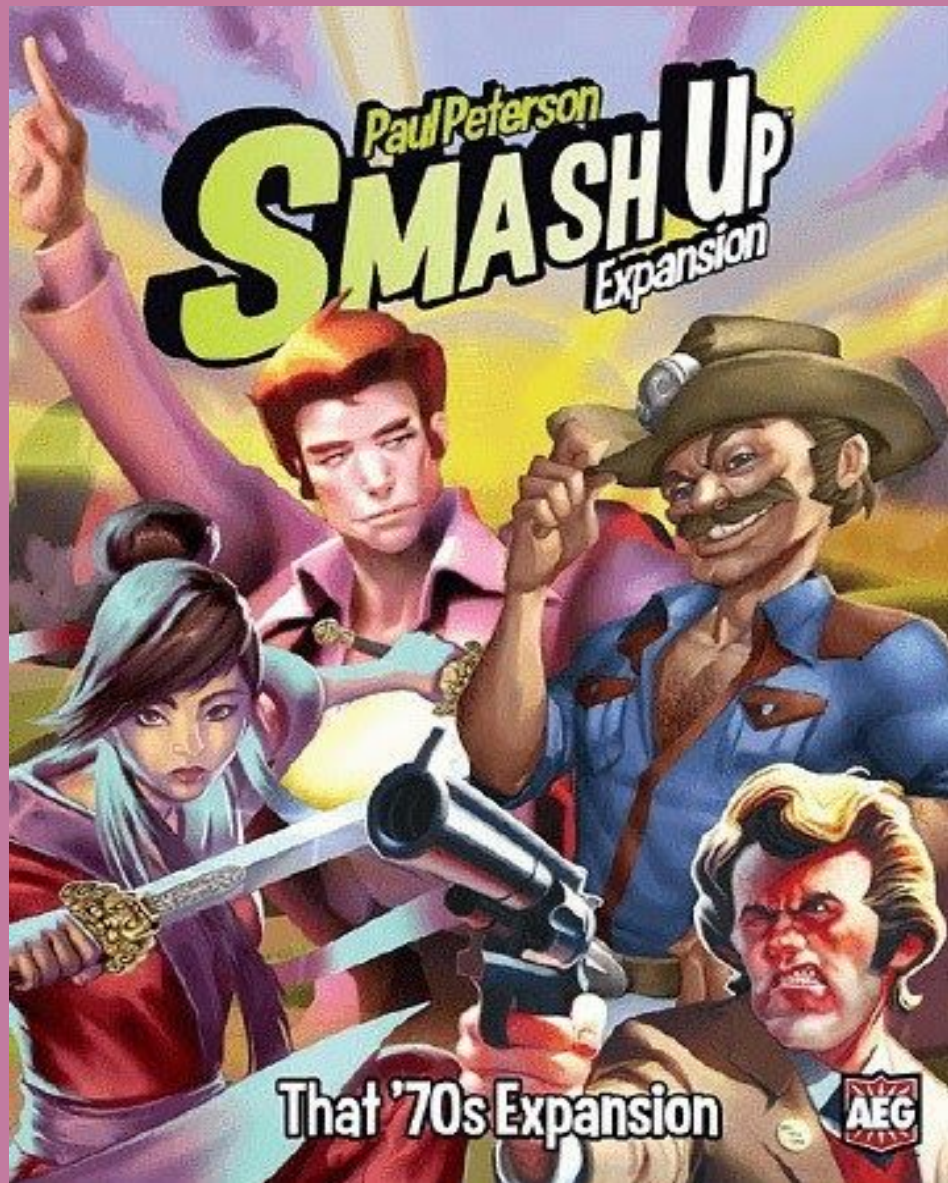




Can You Dig It?

Right on! Hop in the Waywaywayback Machine and join Smash Up in the dy-no-mite '70s! Few decades have had as much style as the '70s, and it created some memorable factions we knew you'd want to use to smash. We had to give them to you, because, who loves ya, baby?

The Disco Dancers know the strength of dancing together, and can really shake things up when they copy each other. The Kung Fu Fighters make power flow like water among themselves, and even from their enemies. The Truckers move themselves and their load across the land, all while sticking it to corrupt law enforcement. And the Vigilantes dish out hard-nosed justice like no others. Solid!

This is meant as an expansion to the [Smash Up](#) Jump and meant to be taken with it. If a standalone, you're depriving yourself but have 1,000 cp to spend.

KEYWORDS

 **Disco Dancers-** Nothing defined the 1970s like Disco. Love it or hate it, this music shaped our image of that decade. And the people who loved it are here to turn the beat around all over their opponents! Don't assume that the leisure suits and roller skates make them pushovers, or you just might not make it to the last dance...

 **Kung Fu Fighters-** Well, everyone was... Kung Fu Fighters have incredible martial skills that defy reality. Well, the defying reality bit was in large part due to wires... but still, they knew how to dish out a beating. Kung Fu Fighters know that power flows like water, and can make it flow as they wish.

 **Sheep-** Decades of ewe-genics has transformed these harmless, dumb, grazing animals into harmful, dumb, grazing animals. They obediently and harmlessly follow you to your base, then mercilessly crush you with waves of sheep no one can stop! They are *baaaaaad* news!

 **Truckers-** Trucker culture hit its height in the 1970s thanks to some amazing movies that came out in that decade. Truckers were the heroes of the open road. By keeping in touch through their CB radios, they could defy corrupt law enforcement and free small towns, all the while delivering the goods that kept America running.

 **Vigilantes-** There's never been vigilante justice like '70s vigilante justice. Just as mean as the crime they fight, these hard-nosed heroes keep the streets safe for the good people of the city. They never back down, even when the odds are stacked way against them, because a good drink can help you shrug off anything. No matter what your opponent may throw at you, the Vigilantes will answer.



DISCO DANCER PERKS

🌐 **I'm So Excited!** (-100 cp, FREE Disco) Your moods are quite literally contagious, a smile from you can buoy up the lowest spirits, while a frown can spoil someone's day. Can be toggled off, naturally.

🌐 **Roller** (-100 cp, FREE Disco) You have exceptional balance and can easily get around and even dance in skates. Dig it.

🌐 **Disco Inferno** (-200 cp, discount Disco) You're on fire! Literally. Your dance moves are so hot, you can project flames. Comes with fire immunity, naturally.

🌐 **Stayin' Alive** (-200 cp, discount Disco) Well, you can tell by the way I use my walk, I'm a fighting man, no time to talk. Especially since you have this handy danger sense alerting you to troublesome situations and people. When everything is breaking, you're staying alive.

🌐 **Turn the Beat Around** (-400 cp, discount Disco) All these other factions think they're so great with the magic and their serums to boost their side, but they don't know how to groove. When someone applies a buff of any kind to their side, you can make sure you and yours are included, or even steal the benefit outright.

🌐 **Dancing King** (-400 cp, discount Disco) You are a master of the dance, and beside the natural timing, strength and agility needed for that, dancers will respect you and flock to your troupe. Your skills at choreography are so grand, you can involve others in a dance-fight, boosting everyone's effectiveness as they dance to the beat, and even slowly force the enemy into your rhythm.



KUNG FU FIGHTER PERKS

☯ **Ancient Chinese Art** (-100 cp, FREE Kung Fu) There's actually a ton of these. Calligraphy, feng shui, porcelain, etc. You are a master of a particular art, and can incorporate it into your kung fu. Wax on, wax off. Can be taken multiple times, but only the first is free.

☯ **Cricket** (-100 cp, FREE Kung Fu) No such thing as bad student, only bad teacher. Teacher say, student do. You have internalized this lesson, and your rapt attention and instant obedience to your master have paid dividends. You master any martial art of physical skill in an eighth the time it would normally take.

☯ **A Little Bit Frightening** (-200 cp, discount Kung Fu) "I know Kung Fu." These words have prevented so many playground fights. You can walk, and even look in such a way as to convey that picking a fight with you would be a very bad idea. He wins best who never needs to raise a hand to win.

☯ **Drunken Master** (-200 cp, discount Kung Fu) It's a strange thing, but the more impaired you are, the fiercer a fighter you become. Asleep, drunk, or even using improvised weapons like ladders, you can pull some really creative and effective fighting moves out.

☯ **Dragon Warrior** (-400 cp, discount Kung Fu) You have mastered the art of the One Inch Punch and the mysteries of *qi*. Basically anything that can be done in a wire-fu wuxia movie, you can do or figure out how to do very rapidly. Other practitioners of the martial arts sense that you can be a terrible foe or a worthy master.

☯ **Everybody Knew Their Part** (-400 cp, discount Kung Fu) Who teaches, learns twice. Your students pick things up as fast as you could learn them, and as long as you teach, new insights and breakthroughs come to you. You will never hit a limit in how much you can learn or train, while you continue to teach.



SHEEP PERKS

 **Hello, Dolly** (-100 cp, FREE Sheep) You are very good at seeming friendly and harmless. You can be welcomed nearly anywhere, no matter how many times you walk out with classified information.

 **Counting Sheep** (-100 cp, FREE Sheep) You can very easily keep track of large numbers in your head. No rounding or generalizing 3891 sheep in the flock, or pulling out a pencil and paper to figure out how much to tip.

 **Ewe Shall Pass** (-200 cp, discount Sheep) Like some kind of... sheep.. in... sheep's clothing, you can walk through all but the most robust and paranoid of security as if it wasn't even there.

 **On the Lamb** (-200 cp discount Sheep) Sheep are part of the countryside, live off the land, and can easily disappear. So is it with you. When you're on the run you can disappear, and no amount of checkpoints or patrols will help find you.

 **Black Sheep** (-400 cp, discount Sheep) The first art of war is deception, and sheep have mastered this. Wherever your enemy thinks you are, you aren't. Whatever they think you're doing, you have something else in mind. It is all but impossible to divine your intentions without just asking you.

 **Wood For Sheep** (-400 cp, discount Sheep) It is all but impossible for anyone to refuse you a fair deal. Or a deal that seems fair, anyways. No matter how little they may wish to sell. If conquest doesn't work out, there's always economic domination. Just make sure you're the one doing the shearing.



TRUCKER PERKS



Fixin' To Fix It (-100 cp, FREE Trucker) You gotta be self-sufficient when you drive back and forth across a continent. You know all about how to maintain and make most repairs to a motor vehicle.



Hotwire (-100 cp, FREE Trucker) If you need a truck, you can get around locks and ignition keys pretty easily. Actually, you can get any vehicle started and moving, regardless of security.



Good Buddy (-200 cp, discount Trucker) Whether you're overwhelmed with a dilemma, looking out for speed traps, or just need to feel less lonely on the road, you can always raise someone on the radio who can tell you what you need to hear.



Convoy (-200 cp, discount Trucker) When undertaking a journey, especially through dangerous country, you tend to run into companions with helpful abilities all heading your ways.



High Speed Chase (-400 cp, discount Trucker) You drive like an absolute maniac, able to blaze through a town at highway speeds and still stop when a kitten runs out into the street. All kinds of crazy stunts follow as you push your vehicle far past its limits.



El Bandido (-400 cp, discount Trucker) When you're gonna do what they say can't be done, you can't obey the speed limit. So you get a chase car to lure off the Smokies. That's where you come in, the master of keeping all attention on you while your companions get the job done. Your legend easily grows, soon all truckers will know and respect you, and do you favors to be a part of your story.



VIGILANTE PERKS

 **Brojack** (-100 cp, FREE Vigilante) You got ears on the streets, lots of people who owe you favors and will clue you in. Who loves ya, baby?

 **Scared Straight** (-100 cp, FREE Vigilante) You aren't so squeaky clean, you used to be a con-artist, and you're wise to all their tricks. Plus you can use them yourself, purely for good purposes now, of course.

 **Tough It Out** (-200 cp, discount Vigilante) You are remarkably, horror-movie villain, tough. Get a clip emptied into you? You'll stagger like a drunk the first few steps, but can walk it off. Fall off a tall building? It's nothing.

 **Shift** (-200 cp, discount Vigilante) You are one smooth son of a so-and-so. Cunning, street-smart and so good with the other side. Your raw charisma opens doors, and your ability to think on your feet gets you out safe when they slam shut.

 **Dusty Henry** (-400 cp, discount Vigilante) Somehow, you've gotten a position in the police force with all of the perks, and none of the boring duties or obligations. Nobody ever complains about the trail of destruction you sometimes leave. Your legend among vigilantes is so great, others in your city will ape your code about who to kill and who not to.

 **The Revenge** (-400 cp, discount Vigilante) Sometimes when you're out for justice, you can't play nice. When someone has wronged you, when you're after payback? Your rage sustains you in place of rest or sustenance, your strength and durability rise to match your determination, and fate itself seems to conspire to give you chances to meet your target and make sure they don't escape 'justice' ever again.

ITEMS

 **Disco Ball** (-200 cp, FREE Disco) Toss this baseball-sized orb in the air it will shine and spin, while funktastic music comes from all around. All but the strongest-willed people are compelled to dance for at least a little while.

 **Boogie Wonderland** (-400 cp, discount Disco) Come on down to Funky Town. This club is dy-no-mite, always hopping. You can always round up a troupe or a crew here.

 **Teal Destiny** (-200 cp, FREE Kung Fu) Many stories surround this sword. It is a symbol of justice, or destiny or somesuch. All I can tell you is this, as you grow in strength and skill, so does the sword, and you might spend a thousand years learning all the tricks it can do with *qi* and not find them all.

 **Tournament Ground** (-400 cp, discount Kung Fu) A training and/or tournament ground. No injuries sustained here last, and cheating is physically impossible.

 **The Pasture** (-200 cp, FREE Sheep) A lovely little pasture full of sheep. No matter how many you lead out, the next morning more appear.

 **Sheep Shrine** (-400 cp, discount Sheep) A hidden shrine to a great sheep guru is actually a cover for a sheep-powered laser cannon that destroy a small city.

 **Armored Truck** (-200 cp, FREE Trucker) Wouldn't be much of a trucker without a rig, no? This thing is covered in hidden armor plating, but it sure doesn't move like it. In fact, you can hardly tell the difference even when it's hitched to a full trailer. Has a CB radio and a rubber duck in the cab.

Also comes in Dekotora form, for the relentlessly tasteless.

 **Greasy Spoon** (-400 cp, discount Trucker) Besides serving the best in hot, greasy and most of all immediate food east of the Rockies, this charming roadside diner serves as a congregation point for your fellow truckers. Good place to get a convoy going.

 **Death-Wisher** (-200 cp, FREE Vigilante) You have a very impressive firearm, perhaps a sawed off shotgun or a magnum. Besides the usual self-maintaining, never running out of ammo, this gun seems to vanish from all notice when properly stowed. No one can find it on you, not metal-detectors, not a pat-down.

 **The Hideout** (-400 cp, discount Vigilante) vigilantes are at home on the mean streets, but even the toughest of tough guys needs to lay low and rest their head sometimes. Especially if you have someone else you need to stash while you take care of business. This little flat is the ultimate in discretion, fiat-backed to never be found with stocked fridge and cupboards, and an impressive first aid kit and bug-out bag with money and weapons.