CHARACTER CREATION

1 **Choose a playbook.** Playbooks represents the PC's reputation in the underworld, their **special abilities**, and how they advance.

2 **Choose a root.** Detail your choice with a notes regarding a more in-depth explanation. *For example, Tipper, now hiding from the law, finding sanctuary with other Glitches.*

3 **Choose a background.** Detail your choice with your specific history. *For example, Labor: canary who manually moves the low-tech solar panels, quit – couldn't make a decent living.*

4 **Assign three action dots.** No action may begin with a **rating** higher than **2** during character creation. *(After creation, action ratings may advance up to 3. When you unlock the Mastery advance for your crew, you can advance actions up to rating 4.)*

5 **Assign one action dot for cybernetics.** Connect your **cybernetics** with a sense of the PC's purpose. Why are they a Glitch? What's the story behind their cybernetic enhancement(s)?

6 **Choose a special ability.** They're in the column in the middle of the character sheet. If you can't decide, choose the first **ability** on the list. It's placed there as a good first option.

7 **Choose a close friend and a rival.** Mark the one who is a close friend, long-time ally, family relation, or lover (the upward-pointing triangle). Mark one who is a rival, enemy, scorned lover, betrayed partner, etc. (the downward-pointing triangle). Briefly detail these relationships.

8 **Choose your vice.** Pick your preferred type of **vice**, detail it with a short description, and indicate the name and location of your **vice** purveyor

9 **Record your name, pronouns, alias, and look.** Choose a name, an alias (if you use one), and jot down a few words to describe your look. Examples are provided on the preceding page.

Loadout

Players have access to all of the **items** on their PC's character sheet; how many **items** they can use on a **score** depends on their **load**. Each player decides their PC's **load** at the start of a score. During the **score**, a player can say their PC has an **item** on hand by checking the **item's** box—up to a number of items equal to the chosen **load**.

- ⊙ **1-3 load: Light.** *You're faster, less conspicuous; you blend in with citizens.*
- ⊙ **4/5 load: Normal.** *You look like you're packing, ready for trouble.*
- ⊙ **6 load: Heavy.** *You're slower. You look like an operative on a mission.*
- ⊙ **7-9 load: Encumbered.** *You're overburdened and can't do anything except move very slowly.*

Some **special abilities** (like the Cleaner crew's Rigging) increase the **load** limits.

Some items count as two items for **load** (they have two connected boxes). *Items in italics don't count toward your load.*

Items in bold on a playbook automatically add •1 heat when used. They leave residue, draw more attention, or are simply more easily traceable. They're more powerful, but come at a cost.

You don't need to select specific items now. You choose items as you need them during scores.

First Names

Aria, Aiden, Mila, Jayden, Zoey, Grabriel, Hector, Skylar, Camila, Muhammad, Hazel, Paisley, Bella, Nora, Jaxon, Mateo, Lincoln, Grayson, Niran, Violet, Lillian, Hudson, Kinsley, Willow, Ariana, Bryson, Xavier, Kai, Delilah, Ezekiel, Micah, Emery, Leilani, Ryker, Aneesah, Arabella, Maddox, Ali, Axel, Harmony, Khloe, Kyrie, Beau, Mayli, Luis, Colt, Virote, Gunner, Zayn, Amiyah, Fatima, Aspen, Winter, Esther, Bodhi, Maximiliano, Comely, Abdul, Ezequiel, Dahlia, Mahat, Samara, Wren, Zaeed, Yashasvi, Oaklynn, Aroon, Chengli, Dae, Hiromi, Peng, Apollo, Oberon, Jax, Cosima, Blythe, Artemis, Orion, Verity, Ursa, Rye, Zelia, Carrew, Lynx, Rui, Dasha, Zyla, Odo, Oceana, Axton, Renzo, Greer, Calix, Etch, House, Kaz, Nadius, Lennox, Quellcrist, Strav, Auna, Genetrix, Ivicci, Lebellum, Mercy, Geo, Pray, Suresh, Oat, Bowen, Agile.

Last Names

Hasanov, Orujov, Bosu, Xu, Ma, Beridze, Ram, Amar, Inoue, Miura, Seo, Shakya, Cortez, Kaya, Phan, Binder, Hasanov, Dupont, Claes. Stoev, Madsen, Tamm, Pavlov, Korhonen, Salo, Nyman, Ravel, Mountain, Martin, Moreau, Laurent, Wobegone, Schmidt, Becker, Giannakos, Kovacs, Demesne, Murphy, Rossi, Gashi, Ozols, Urbonas, Reuter, Falconer, Galea, De Jong, Olsen, Nowak, Silva, Popa, Wafture, Ivanov, Tremblay, Diaz, Perez, Hernandez, Castillo, Hope, Garcia, White, Nguyen, Li, Alvarez, Dias, Soto, Benitez, Tjon, Meaning, Lilt, Offing.

Aliases

Steel, Stack, Alloy, Enigma, Switch, Null, Vector, Loop, Spark, Tune, Shift, Signal, Heat, Bee, Canvas, Chalk, Impulse, Brash, Cypher, Phase, Mouse, Riddle, Friction, Cinch, Mellow, Route, Prompt, Bank, Cent, Baker, Brass, Crake, Bristol, Angel, fault, Apoc, Tank, Whistler, Akira, Bishop, Bit, Wire, Mirage, Mute, Chime, Flint, Cricket, Amethyst, Indigo, Nova, Teal, Dyce, Zephyr, Echo, Chrome, Hype, Index, Link, Onyx, Proverb, Karma, Mpeg, Hatch, Vid, Titan, Vector, UV, Pitch, Hollow, Noise, Click.

Looks

Masculine feminine, androgynous, rebellious, blasé, fluid, or esoteric.

Tall	Lean	Stooped	Fit	Lissome	Short
Sharp	Angular	Slim	Chiseled	Coltish	Smooth
Average	Long	Hulking	Burly	Thin	Compact
Overweight	Willowy	Wiry	Portly	Solid	Plain
Lush	Giant	Bony	Ample	Built	Stout
Skinny	Lithe	Haggard	Emaciated	Muscular	Thick

Combine items from each list to create an outfit:

Long coat, hoodie with cowl neckline, big hood, vest w/ cowl style collar, suit & tie, slim fit, tailored jacket, draped jacket, leggings, cropped jacket shrug, harness vest, draped, slim jean, combat pants, jacket/sweater w/ big cowl neckline, hooded dress, drawstring joggers, cut jacket w/lining, crop top, playsuit, cube pants, high waist trousers, leg warmers, skirt, tactical pants, arm warmers, cargo pants, Napoleon jacket, capris, low crotch pants, trench coat, latex, bodysuit, kimono jacket, accented shawl, corset, drysuit, bomber jacket, loose silks, collared shirt, suspenders, short cloak, knit cap, hood & veil, thick duster, long scarf, contrast turtle neck, poncho, hoodie, splatter tunic, shoulder cloak, snood scarf, cowboy boots, tailored khakis, dinner jacket, rivethead boots, pullover, Para sole sneakers, crash buttoned long jacket, Machine utility cowl.

One piece, (a-line) silhouette, stretch panels, carbon fiber, treated, distressed, body contour, mid-length, subtle detailing, straps, vinyl, funnel neck, cowl neckline, unisex, oversized, light-up, animated, high neck, striped, asymmetric, thick-roped, underground, thumb-hole sleeves, faux leather detailing, layered & draped, hip-piece, waist belt w/snap closure, webbing strap, stretch panel, bust belt, side stitching, fancy makeup, intricate rings, glittering jewelry, t-shades ,rivet cropped hem, mirrorshades, chains, vintage, retro-futuristic, neo 80's, glitched, GIF nail polish, meshed, plastic, acrylic, Ballistic nylon, Circuit-print, UV, Variant harness.

HACK THE PLANET

CREW

NAME / PRONOUNS

ALIAS

LOOK

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VICE / PURVEYOR: FAITH - GAMBLING - LUXURY - OBLIGATION - PLEASURE - STUPOR - WEIRD

STRESS **TRAUMA**

HAUNTED - OBSESSED - PARANOID - RECKLESS - SOFT - UNSTABLE - VICIOUS

CYBERNETICS

HARM

3			NEED HELP
2			-1D
1			LESS EFFECT

HEALING *Project clock*

ARMOR USES

- ARMOR ☐
- HEAVY ☐
- SPECIAL ☐

JOULES

NOTES

EDGE

AN ENHANCED AND PROFICIENT FIGHTER

SPECIAL ABILITIES

- **Battleborn:** You may expend your **special armor** to **reduce harm** on an attack in **Combat** or to **push yourself** during a fight.
- **Imposing:** When you **gather info** to anticipate possible threats in the current situation, you get **+1 effect**. When you dissuade someone from escalating to physical violence by **Controlling** them, you have **potency**.
- **Primed:** Once per **score**, you may spend your available **load**, instead of **stress**, for a **flashback** or to **push yourself**.
- **Follow Through:** When you take **harm** from someone, you learn about them and they become more susceptible to you. Immediately ask 1 question from **gather information** and take **+1d** against them.
- **Mule:** Your **load** limits are higher. Light: 5. Normal: 7. Heavy: 8.
- **Not To Be Trifled With:** You can **push yourself** to do one of the following: *perform a feat of physical force that verges on the superhuman - engage a small gang on equal footing in close combat.*
- **Every Item A Weapon:** When you unleash physical violence with an improvised weapon, you have the same **potency** as the **quality** of your blade.
- **Overclocked:** You recover from **harm** faster. Permanently fill in one of your **healing clock segments**. Take **+1d** to **healing treatment rolls**.
- ●●● **Veteran:** Choose a special ability from another source.

DANGEROUS FRIENDS

- ▲▼ Hana, retired military
- ▲▼ Lily, a crafter of fine arms
- ▲▼ Aksel, a structure hitter
- ▲▼ Bronx, a cold killer
- ▲▼ Kwame, a street doc

ITEMS

- ■ Fine Hand Weapon
- ■ ■ Fine Heavy Weapon
- ■ **Air-Burst Ammo**
- ■ **Fine Sunjet**
- ■ *Fine CQC Training*
- ■ *Multi-Spectrum Shades*

XP

» Every time you roll a desperate action, mark XP in that action's attribute.

At the end of each session, for each item below, mark XP (in your stress, playbook, or attribute) or mark 2 XP if it occurred multiple times.

» You addressed a challenge with violence or intimidation.
» You expressed your beliefs, drives, culture, or background.
» You struggled with issues from your vice, root or traumas during play.

PLAYBOOK

STRESS

INSIGHT

- ○○○○● TRACE
- ○○○○● STUDY
- ○○○○● SURVEY
- ○○○○● MODIFY

PROWESS

- ○○○○● FINESSE
- ○○○○● GHOST
- ●●○○● COMBAT
- ○○○○● WRECK

RESOLVE

- ○○○○● HACK
- ●○○○● CONTROL
- ○○○○● NETWORK
- ○○○○● SWAY

BONUS DIE

PUSH YOURSELF (take 2 stress) or accept a **RIPPLE**

LOAD ♦ 3 light ♦ 5 normal ♦ 6 heavy

- ☐ A Blade or Two
- ☐ An Improvised Weapon
- ☐☐ A Large Weapon
- ☐ A Disposable Pistol
- ☐ A Second Disposable Pistol
- ☐ Replacement Mag (+1 Joule)
- ☐ EWD
- ☐ Screen
- ☐ *Obscures*
- ☐☐ A Recharge
- ☐☐ Armor +1☐Heavy
- ☐ Infiltration Gear
- ☐ Hacking Gear / Interface
- ☐ Specialized Tech
- ☐ Subterfuge Supplies
- ☐ Portable Light Source
- ☐☐ Demolition Tools
- ☐ Modification Tools
- ☐ *Communications*

GATHER INFORMATION

» How can I hurt them?
» Who's most dangerous here?
» What do they intend to do?
» How can I get them to [X]?
» Are they telling the truth?
» What's really going on here?
» Is this going to get worse before it gets better?

TEAMWORK

» Assist a teammate
» Lead a group action
» Protect a teammate
» Set up a teammate

PLANNING & LOAD

Choose a plan, provide the detail. Choose your load limit for the operation.

Assault: Point of attack
Deception: Method
Stealth: Entry point
AOG: Specialised tech
Social: Connection
Transport: Route

HACK THE PLANET

CREW

NAME / PRONOUNS

ALIAS

LOOK

ROOT: TIPPER - GRASSHOPPER - FOUNDATION - DRAGONFLY - FORGED - UNKNOWN

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STRESS **TRAUMA**

HAUNTED - OBSESSED - PARANOID - RECKLESS - SOFT - UNSTABLE - VICIOUS

CYBERNETICS

HARM

3			NEED HELP
2			-1D
1			LESS EFFECT

HEALING *Project clock*

ARMOR USES

- ARMOR ☐
- HEAVY ☐
- SPECIAL ☐

JOULES

NOTES

FAINT

AN EPHEMERAL OPERATOR

SPECIAL ABILITIES

- **Foresight:** Two times per **score** you can **assist** a teammate without paying **stress**. Tell us how you prepared for this.
- **Calculating:** Due to your careful planning, during **downtime**, you may give yourself or another crew member **+1 downtime activity**.
- **Connected:** During **downtime**, you get **+1 result level** when you **acquire an asset** or **reduce heat**.
- **Risk Averse:** When you **gather information** through a **faction** you have a positive relationship with, clear **1 stress**.
- **Improvisation:** Take **2 stress** to change any **action roll** to **Finesse** instead. Say how you adapt the previous **action** to this one.
- **Like Looking Into A Mirror:** You can always tell when someone is lying to you.
- **Working An Angle:** You may expend your **special armor** to **resist a consequence** from suspicion or persuasion, or to **push yourself** when you **gather information** or work on a **long-term project**.
- **The Myth, The Legend:** Use one **downtime activity** in order to change any aspect of your physical appearance. When you leverage your reputation against someone you may spend **1 rep** to take **+1d** to your roll.
- ● ● ● **Veteran:** Choose a special ability from another source.

CRAFTY FRIENDS

- ▲▼ Elsa, a data broker
- ▲▼ Luis, an aspiring flicker
- ▲▼ Noah, a gene-hacker
- ▲▼ Changying, runs a Glitch front
- ▲▼ Yelena, a lookout

ITEMS

- ☐ Luxury Item (**0-3 load**)
- ☐ Concealed Palm Pistol
- ☐ Sleeper Round
- ☐ *Blueprints/Documents*
- ☐ *Fine Cover Identity*
- ☐ *Fine Multi-Spectrum Contacts*

XP

» Every time you roll a desperate action, mark XP in that action's attribute.

At the end of each session, for each item below, mark XP (in your stress, playbook, or attribute) or mark 2 XP if it occurred multiple times.

» You addressed a challenge with calculation or conspiracy.
» You expressed your beliefs, drives, culture, or background.
» You struggled with issues from your vice, root or traumas during play.

GATHER INFORMATION

» What do they want most?
» What should I lookout for?
» What's the leverage here?
» How can I discover [X]?
» What do they intend to do?
» How can I get them to [X]?
» What's really going on here?

TEAMWORK

» Assist a teammate
» Lead a group action
» Protect a teammate
» Set up a teammate

PLANNING & LOAD

Choose a plan, provide the detail. Choose your load limit for the operation.

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AOG: Specialised tech
Social: Connection
Transport: Route

PLAYBOOK

STRESS

INSIGHT

- ○○○○● **TRACE**
- ○○○○● **STUDY**
- ○○○○● **SURVEY**
- ○○○○● **MODIFY**

PROWESS

- ●○○○● **FINESSE**
- ○○○○● **GHOST**
- ○○○○● **COMBAT**
- ○○○○● **WRECK**

RESOLVE

- ○○○○● **HACK**
- ○○○○● **CONTROL**
- ●●○○● **NETWORK**
- ○○○○● **SWAY**

BONUS DIE

PUSH YOURSELF (take 2 stress) or accept a **RIPPLE**

LOAD ♦ 3 light ♦ 5 normal ♦ 6 heavy

- ☐ A Blade or Two
- ☐ An Improvised Weapon
- ☐☐ A Large Weapon
- ☐ A Disposable Pistol
- ☐ A Second Disposable Pistol
- ☐ Replacement Mag (+1 Joule)
- ☐ EWD
- ☐ Screen
- ☐ *Obscures*
- ☐☐ A Recharge
- ☐☐ Armor +1☐ Heavy
- ☐ Infiltration Gear
- ☐ Hacking Gear / Interface
- ☐ Specialized Tech
- ☐ Subterfuge Supplies
- ☐ Portable Light Source
- ☐☐ Demolition Tools
- ☐ Modification Tools
- ☐ *Communications*

HACK THE PLANET

CREW

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ALIAS

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HAUNTED - OBSESSED - PARANOID - RECKLESS - SOFT - UNSTABLE - VICIOUS

CYBERNETICS

HARM

3			NEED HELP
2			-1D
1			LESS EFFECT

HEALING *Project clock*

ARMOR USES

ARMOR ☐

HEAVY ☐

SPECIAL ☐

JOULES

NOTES

FUSE

A DEADLY AND STEALTHY INFILTRATOR

SPECIAL ABILITIES

- **Infiltrator:** You are not affected by **quality** or **Tier** when you bypass security measures.
- **Ambush:** When you attack from hiding or spring a trap, you get **+1d**.
- **Pattern Recognition:** When you **gather information** regarding entry points or exploitable habitual patterns, you have **potency**.
- **Cutting Edge:** When you **push yourself**, choose one of the following additional benefits when wielding your blades: *activate their searing capabilities, giving them potency equal to a Sunjet—or trigger the reaper drug embedded in the blades.*
- **Expertise:** Choose one of your **action ratings**. When you lead a **group action** you suffer only **1 stress** at most—regardless of the results of the other participants of the **group action**.
- **Synthetic Shell:** You may shift your partial camouflage into active, becoming invisible for a few moments. Take **2 stress** when you shift, plus **1 stress** for each extra feature: *It lasts for a few minutes rather than moments—you become undetectable by most technology—you may traverse any surface.*
- **Wired Reflexes:** When there's a question about who acts first, the answer is you (two characters with Wired Reflexes act simultaneously).
- **Ghost:** You may expend your **special armor** to **resist a consequence** from detection or security measures, or to **push yourself** for a feat of evasion or stealth.

●●● **Veteran:** Choose a special ability from another source.

SHADY FRIENDS

▲▼ Hansh, a scam artist

▲▼ Avni, an antiquarian

▲▼ Elif, a SneakerNet runner

▲▼ Fatma, a corp informant

▲▼ Catalina, a dipper

ITEMS

- Fine Camo Wear
- Fine Disguise Kit
- Muting Tech
- Two Fine Blades
- *Fine Cryptolock-Picks*
- *Multi-Spectrum Contacts*

XP

» Every time you roll a desperate action, mark XP in that action's attribute.

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» You addressed a challenge with stealth or finesse.

» You expressed your beliefs, drives, culture, or background.

» You struggled with issues from your vice, root or traumas during play.

GATHER INFORMATION

» What do they intend to do?
» How can I get them to [X]?
» What should I lookout for?
» What's the best way in?
» Where can I hide here?
» How can I find [X]?
» What's really going on here?

TEAMWORK

» Assist a teammate
» Lead a group action
» Protect a teammate
» Set up a teammate

PLANNING & LOAD

Choose a plan, provide the detail. Choose your load limit for the operation.

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PLAYBOOK

STRESS

INSIGHT

- ○○○○● TRACE
- ○○○○● STUDY
- ○○○○● SURVEY
- ○○○○● MODIFY

PROWESS

- ●○○○● FINESSE
- ●●○○● GHOST
- ○○○○● COMBAT
- ○○○○● WRECK

RESOLVE

- ○○○○● HACK
- ○○○○● CONTROL
- ○○○○● NETWORK
- ○○○○● SWAY

BONUS DIE

PUSH YOURSELF (take 2 stress) or accept a **RIPPLE**

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- ☐ A Blade or Two
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- ☐☐ A Large Weapon
- ☐ A Disposable Pistol
- ☐ A Second Disposable Pistol
- ☐ Replacement Mag (+1 Joule)
- ☐ EWD
- ☐ Screen
- ☐ *Obscures*
- ☐☐ A Recharge
- ☐☐ Armor +1☐ Heavy
- ☐ Infiltration Gear
- ☐ Hacking Gear / Interface
- ☐ Specialized Tech
- ☐ Subterfuge Supplies
- ☐ Portable Light Source
- ☐☐ Demolition Tools
- ☐ Modification Tools
- ☐ *Communications*

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HARM

3			NEED HELP
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HEALING *Project clock*

ARMOR USES

- ARMOR ☐
- HEAVY ☐
- SPECIAL ☐

JOULES

NOTES

HAUNT

A SHREWD HACKER

SPECIAL ABILITIES

- **Machined Plasma:** Take **1 Stress** to activate a function of your customized nanites for a few minutes: *mirror someone else's nanites with a touch—establish a link to technology within a few feet from you—transfer and store data on your nanites—extend a function for hours instead of mere minutes.*
- **The Hum:** You can hear whenever there electronics of any kind nearby. When you **gather information** using technology, take **+1d**.
- **Hacktivist:** You get an additional **xp trigger**: when you hinder those that perpetuate societal power structures mark **xp**. If your crew helped you, also mark **crew xp**.
- **Mess With The Best:** When you hack as a **long-term project**, you get an additional **downtime activity** toward it. Take **+1d** when you **resist a consequence** involving **Hacking**.
- **Between The Lines:** You may expend your **special armor** to **resist a consequence** from electronic intrusions and systems, or to **push yourself** when you **Hack** them.
- **Rootkit:** Take **+1d** and **+1effect** when **Hacking** above your **Tier**.
- **Haunting:** You have physical modifications to your appearance that identify you as part of a sub-culture of hackers, take **+1d** when dealing with other members of the community.
- **Trust In Me:** You get **+1d** vs. a target with whom you have an intimate relationship.
- ● ● ● **Veteran:** Choose a special ability from another source.

SLY FRIENDS

- ▲▼ Isidora, a white hat
- ▲▼ Florencia, The Black Top owner
- ▲▼ Jem, a porter
- ▲▼ Timeo, a corrupt Sentinel
- ▲▼ Ebba, a pardoned tipper

ITEMS

- ☐ Custom Flicker Wear
- ☐ A Ceramic Blade or Two
- ☐ Fine Hacking Gear
- ☐ Moistware
- ☐ *Customized Nanites*
- ☐ *Augmented Reality Headset*

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» You expressed your beliefs, drives, culture, or background.

» You struggled with issues from your vice, root or traumas during play.

GATHER INFORMATION

» What do they intend to do?
» How can I get them to [X]?
» Are they telling the truth?
» What are they really feeling?
» What do they really care about?
» How can I blend in here?
» What's really going on here?

TEAMWORK

» Assist a teammate
» Lead a group action
» Protect a teammate
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PLANNING & LOAD

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PLAYBOOK

STRESS

INSIGHT

- ○ ○ ○ ○ ● TRACE
- ○ ○ ○ ○ ● STUDY
- ○ ○ ○ ○ ● SURVEY
- ○ ○ ○ ○ ● MODIFY

PROWESS

- ○ ○ ○ ○ ● FINESSE
- ● ○ ○ ○ ● GHOST
- ○ ○ ○ ○ ● COMBAT
- ○ ○ ○ ○ ● WRECK

RESOLVE

- ● ● ○ ○ ● HACK
- ○ ○ ○ ○ ● CONTROL
- ○ ○ ○ ○ ● NETWORK
- ○ ○ ○ ○ ● SWAY

BONUS DIE

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- ☐☐ Armor +1☐ Heavy
- ☐ Infiltration Gear
- ☐ Hacking Gear / Interface
- ☐ Specialized Tech
- ☐ Subterfuge Supplies
- ☐ Portable Light Source
- ☐☐ Demolition Tools
- ☐ Modification Tools
- ☐ *Communications*

HACK THE PLANET

CREW

NAME / PRONOUNS

ALIAS

LOOK

ROOT: TIPPER - GRASSHOPPER - FOUNDATION - DRAGONFLY - FORGED - UNKNOWN

BACKGROUND: ACADEMIC - LABOR - LAW - TRADE - MILITARY - EXEC - UNDERWORLD

VICE / PURVEYOR: FAITH - GAMBLING - LUXURY - OBLIGATION - PLEASURE - STUPOR - WEIRD

STRESS **TRAUMA**

HAUNTED - OBSESSED - PARANOID - RECKLESS - SOFT - UNSTABLE - VICIOUS

CYBERNETICS

HARM

3			NEED HELP
2			-1D
1			LESS EFFECT

HEALING *Project clock*

ARMOR USES

ARMOR ☐

HEAVY ☐

SPECIAL ☐

JOULES

NOTES

LENS

A RESILIENT TRACKER AND SNIPER

SPECIAL ABILITIES

- **Deadeye:** You can **push yourself** to do one of the following: *make a ranged attack at an extreme distance beyond what's normal for the weapon—use the environment to attempt a trick shot without penalty.*
- **Focused:** You may expend your **special armor** to resist a consequence of surprise or mental **harm** (fear, confusion, losing track of someone), or to **push yourself** for ranged combat or tracking.
- **Hunter Drone:** Your drone is specially engineered. It gains **potency** when tracking a target and gains a new module: *camouflaged, contact lens-linked, or breakneck speed.* Take this ability again to choose an additional drone module.
- **Scout:** When you **gather info** to locate a target, you get **+1 effect.** When you hide in a prepared position or use camouflage, take **+1d** to rolls avoiding detection.
- **Perseverance:** From hard won experience or custom tech, you can subsist in areas otherwise uninhabitable. You only take **trauma** when you take **stress** beyond your last **stress box**, not when you fill it.
- **Tough As Nails:** Penalties from **harm** are one level less severe (though level 4 **harm** is still fatal).
- **Systemic Relocation:** When you use a long-range weapon from cover to **Trace** a target on the same **scale** as you, add your **Wreck** skill. If it is on a larger scale than you, also take **+1effect**.
- ●●● **Veteran:** Choose a special ability from another source.

DEADLY FRIENDS

- ▲▼ Raphelle, a veteran reclaimer
- ▲▼ Nor, a sourcer
- ▲▼ Emil, a gang leader
- ▲▼ Javier, ostensibly a Spook
- ▲▼ Aadya, a data runner

ITEMS

- ☐ Finely Crafted Handgun
- ☐ **Perish Ammo**
- ☐☐ Fine Long-Range Rifle
- ☐ Custom Drone
- ☐ *Fine Scope*
- ☐ *Fine Multi-spectrum Contacts*

XP

» Every time you roll a desperate action, mark XP in that action's attribute. At the end of each session, for each item below, mark XP (in your stress, playbook, or attribute) or mark 2 XP if it occurred multiple times.

» You addressed a challenge with tracking or force.

» You expressed your beliefs, drives, culture, or background.

» You struggled with issues from your vice, root or traumas during play.

GATHER INFORMATION

» What do they intend to do?

» How can I get them to [X]?

» What are they really feeling?

» Where are they vulnerable?

» Where did [X] go?

» How can I find [X] ?

» What's really going on here?

TEAMWORK

» Assist a teammate

» Lead a group action

» Protect a teammate

» Set up a teammate

PLANNING & LOAD

Choose a plan, provide the detail. Choose your load limit for the operation.

Assault: Point of attack

Deception: Method

Stealth: Entry point

AOG: Specialised tech

Social: Connection

Transport: Route

PLAYBOOK

STRESS

INSIGHT

- ●● TRACE
- ○○○○ STUDY
- ●○○○ SURVEY
- ○○○○ MODIFY

PROWESS

- ○○○○ FINESSE
- ○○○○ GHOST
- ○○○○ COMBAT
- ○○○○ WRECK

RESOLVE

- ○○○○ HACK
- ○○○○ CONTROL
- ○○○○ NETWORK
- ○○○○ SWAY

BONUS DIE

PUSH YOURSELF (take 2 stress) or accept a **RIPPLE**

LOAD ♦ 3 light ♦ 5 normal ♦ 6 heavy

- ☐ A Blade or Two
- ☐ An Improvised Weapon
- ☐☐ A Large Weapon
- ☐ A Disposable Pistol
- ☐ A Second Disposable Pistol
- ☐ Replacement Mag (+1 Joule)
- ☐ EWD
- ☐ Screen
- ☐ *Obscures*
- ☐☐ A Recharge
- ☐☐ Armor +1☐ Heavy
- ☐ Infiltration Gear
- ☐ Hacking Gear / Interface
- ☐ Specialized Tech
- ☐ Subterfuge Supplies
- ☐ Portable Light Source
- ☐☐ Demolition Tools
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HARM

3			NEED HELP
2			-1D
1			LESS EFFECT

HEALING *Project clock*

ARMOR USES

ARMOR ☐

HEAVY ☐

SPECIAL ☐

ACT OF GOD FEATURES: ALLURING—CRUEL—FEROCIOUS—MONSTROUS—RADIANT—SINISTER—SERENE TRANSCENDENT—UNKNOWABLE

JOULES

NOTES

QUIRK

DARING WANDERER AND SCHOLAR

SPECIAL ABILITIES

- **Limit Break:** When an Act of God is your **Tier+1**—whether by reducing it as an obstacle until it becomes your so or otherwise—you may attempt to **Control** it.
- **Vocation:** You've experienced and studied Acts of God. When you **gather info** regarding them, you get **+1 result level**.
- **Steeled Heart:** You're immune to the terror that some Acts of God inflict on sight, and take **+1d** to **resistance rolls** with **Resolve**.
- **Street-wise:** When you travel to someplace new, ask a question from **gather information** for free. When you **Network** in an area you hold **turf**, take **+1d**.
- **Daredevil:** When you accept a **Ripple** on a desperate roll, you gain **+1d** and **+1 effect**.
- **Altered Carbon:** You have **+1 trauma box**. When you interact with an Act of God while embodying a **feature** of it, take **+1effect**.
- **Trade Craft:** You can **push yourself** to do one of the following: *safely traverse through or around an Act of God equal to your **Tier+1**— summon an Act of God in the immediate vicinity equal to your **Tier+1** (torrential rain, roaring winds, heavy fog, chilling frost/snow, etc.).*
- **Seasoned:** You may use your **special armor** to **resist a consequence** resulting directly from an Act of God or to **push yourself** when you deal with one.
- ●●● **Veteran:** Choose a special ability from another source.

STRANGE FRIENDS

- ▲▼ Ishan, a data tattooist
- ▲▼ Ridhi, a cartographer
- ▲▼ Airi, a canary
- ▲▼ Ren, a storm chaser
- ▲▼ Hui, operates The Garden

ITEMS

- ☐☐ Fine Dryware Suit
- ☐ Fine Tear-Trail Helmet
- ☐ **Diffusion Rounds**
- ☐ Fine Water Knife
- ☐ Moistware
- ☐ Gateway Map

XP

» Every time you roll a desperate action, mark XP in that action's attribute.

At the end of each session, for each item below, mark XP (in your stress, playbook, or attribute) or mark 2 XP if it occurred multiple times.

» You addressed a challenge with daring or investigation.

» You expressed your beliefs, drives, culture, or background.

» You struggled with issues from your vice, root or traumas during play.

GATHER INFORMATION

» What is the best way in/out?
» What echoes in the wind?
» What is hidden or lost here?
» How can I reveal [X]?
» What do they intend to do?
» What drives them to do this?
» What's really going on here?

TEAMWORK

» Assist a teammate
» Lead a group action
» Protect a teammate
» Set up a teammate

PLANNING & LOAD

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- ○○○○● WRECK

RESOLVE

- ○○○○● HACK
- ●○○○● CONTROL
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- ☐ A Second Disposable Pistol
- ☐ Replacement Mag (+1 Joule)
- ☐ EWD
- ☐ Screen
- ☐ *Obscures*
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- ☐☐ Armor +1☐Heavy
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HARM

3			NEED HELP
2			-1D
1			LESS EFFECT

HEALING *Project clock*

ARMOR USES

- ☐ ARMOR
- ☐ HEAVY
- ☐ SPECIAL

JOULES ☐☐☐

STANDARD ITEMS

A BLADE OR TWO: You have a simple fighting knife. Swords, a kiridashi, a skeleton knife, a neck knife, hunting knife, kunai, karambit, or a heavy butcher's cleaver. **[1 LOAD]**

AN IMPROVISED WEAPON: There will always be something around you can use as a weapon. Could be a rope, a shovel, a length of chain, steel-toed boots. Something plausibly around you. **[1 LOAD]**

A LARGE WEAPON: A weapon meant to be held in two hands: rifles, compound bows, assault rifles, shotguns, machine guns. **[2 LOAD]**

DISPOSABLE PISTOLS: Generally printed and extremely low quality. They're made to shoot a round or two reliably before breaking or jamming. On the upside, they are so commonplace they are near impossible to trace—especially after they're broken into components. **[1 LOAD]**

RELOAD: This applies to any powered weapon. When your weapon jams or runs empty, a reload costs you **1 JOULE** *and* **1 load**. **[1 LOAD]**

EWD: Early Warning Devices are hooked into Shelter 1's technology that alerts citizens to get somewhere safe when an Act of God is near their vicinity. Without wearing one, you probably won't know when one is going to hit. **[1 LOAD]**

SCREEN: Used when you are caught out in the sun, or need to move through sunlight without cover. Good for about a day. When injected, it creates a purple-ish film over the user's skin. **[1 LOAD]**

OBSCURES: Commonly used by many in the Green Zone, they conceal the upper portion of a face, and are generally made in a variety of styles—from different contours of the face, to eye colors, and facial expression changes. **[0 LOAD]**

A RECHARGE: Spend 2 load and **1 JOULE** to use a Recharge. You may spend **1 JOULE** for every additional recovery roll from the Recharge; essentially increasing the cocktail's quality. But if you roll a **1 JOULE** on any die, you take an additional level 1 harm "nanoshock," which must be healed by someone who can interface with your nanites and repair them, such as a street-doc. **[2 LOAD]**

ARMOR: is typically bullet-proof woven fabric in whatever clothing you are wearing. It is discreet, so the wearer won't be identified as part of the underworld. It can take one hit. **[2 LOAD]**

•HEAVY: In addition to **armor**, you can have additional bullet proof wear that is not discreet. This is tactical gear, typically military grade, which covers every inch of you without obstructing your movements. **[1 LOAD** in addition to the **2 LOAD** of normal **armor]**

INFILTRATION GEAR: A set of cryptolock-picks. A pry-bar, technology that helps bypass security measures like glass, infrared detection, noise, etc. **[1 LOAD]**

HACKING GEAR / INTERFACE: An interface such as a laptop or tablet loaded with pertinent software and necessary cables and connectors. It can look like whatever you please, fitting your specific technology preferences. **[1 LOAD]**

SPECIALIZED TECH: Advances in technology were primarily to take on Acts of God, so you can assume there is something out there to combat any severe weather—even if it is untested experimental technology. **[1 LOAD]**

SUBTERFUGE SUPPLIES: A reasonable makeup kit. Some smart-paper ready to be forged. Fake jewelry. Alterations to your clothing that can change your look. **[1 LOAD]**

PORTABLE LIGHT SOURCE: Any reasonable tech that can project light into an area. It is handsfree and will navigate to where you want it, with a screen with which to view it. **[1 LOAD]**

DEMOLITION TOOLS: A sledgehammer or drill; shaped charges, or some other kind of explosives. **[2 LOAD]**

MODIFICATION TOOLS: Reasonable things you'd need to fix or modify the components of something you're working on. Soldering or welding tools, screwdrivers, a wrench, etc. **[1 LOAD]**

COMMUNICATIONS: Your crew has technology that allows everyone to communicate across distance. **[0 LOAD]**

EDGE ITEMS

FINE HAND WEAPON: A finely crafted one-handed melee weapon of your choice. *Is it perfectly weighted just for you? Is the weapon of your own make and specifications, and more exotic and improved compared to a standard blade or two?* [1 LOAD]

FINE HEAVY WEAPON: A finely crafted two-handed melee weapon of your choice. *Is this a sword, katana, great blade, or something else customized for you?* [2 LOAD]

AIR-BURST AMMO: Allow for your next couple shots aimed at a specific enemy to be special ammo with a small explosive that goes off just before reaching the target. *Every time you use this ammo, take +1 Heat* immediately. [1 LOAD]

FINE SUNJET: A finely crafted Sunjet capable of slicing through most armor. *Every time you use this ammo, take +1 Heat* immediately [1 LOAD]

FINE CQC TRAINING: Extremely good close-quarters-combat training. [0 LOAD]

FAINT ITEMS

LUXURY ITEM: An open ended item; whatever you need to bolster the persona you're embodying. Alcohol, water, tea, spices, chocolate, etc. [0-3 LOAD]

CONCEALED PALM PISTOL: A small firearm with a weak charge, easily concealed in a sleeve or waistcoat; it can easily accommodate a sleeper round, for instance. [1 LOAD]

SLEEPER ROUND: One customized round that fits into a gun, but is not a bullet; it injects a compound that rapidly puts the target to sleep for about an hour. [1 LOAD]

BLUEPRINTS/DOCUMENTS: A smart-paper folio of useful architectural drawings and city plans or forged documents that could pass a cursory inspection. [0 LOAD]

FINE COVER IDENTITY: Documentation, planted stories, rumors, and false relationships sufficient to pass as a different person. However, it does not change the signature of your nanites (which identify you as a Glitch, off the grid). [0 LOAD]

FUSE ITEMS

FINE CAMO WEAR: Whatever you're wearing has properties that make it blend in with your surroundings, helping you stay unseen and unnoticed. [1 LOAD]

FINE DISGUISE KIT: You've assembled a few things to help alter your appearance; special makeup, props that change your gait, tailored clothes, etc. [1 LOAD]

MUTING TECH: A small device that may be attached to a piece of clothing to completely remove all sound that comes from it for about 30 minutes per charge. [1 LOAD]

TWO FINE BLADES: Two blades, defined by you, crafted specifically for you. *In what way are they different than other blades?* [1 LOAD]

FINE CRYPTOLOCK-PICKS: Cryptolock-picks are dummy keys used to hack code and gain access to restricted spaces. [0 LOAD]

HAUNT ITEMS

CUSTOM FLICKER WEAR: Personal wear that is laced or accented with Flicker wear that allows you to become temporarily invisible. [1 LOAD]

A CERAMIC BLADE OR TWO: More savvy places have tech and people who check for weapons and blades, but a ceramic ones usually pass scrutiny. [1 LOAD]

FINE HACKING GEAR: This kind of gear is highly illegal and generally put together by the user. [1 LOAD]

MOISTWARE: Used to transfer all forms of data but is only readable with infused water coded to a specific temperature and chemical makeup (such as tea). [1 LOAD]

CUSTOMIZED NANITES: You've further hacked your nanites. While most Glitches can only go off the grid, you can put yourself back on to appear like a legitimate citizen. [0 LOAD]

AUGMENTED REALITY HEADSET: Allows you to visualize data in a cyberspace environment of your choosing. *This is Haunt technology. What does cyberspace look like, what do you look like in it? This grants more effect on Survey and Study rolls, when applicable (searching for information while Hacking, for instance).* [0 LOAD]

LENS ITEMS

FINELY CRAFTED HANDGUN: More accurate and made with better materials than a disposable pistol, this handgun is better quality [1 LOAD]

PERISH AMMO: Black market, military tech. Once embedded into something organic, the bullet breaks down into a rapid-acting enzyme which dissolves all living matter into carbon particulates. *Every time you use this ammo, take +1 Heat* immediately. [1 LOAD]

FINE LONG RANGE RIFLE: Highly accurate, telescopic sight that allows for long-distance vision. *Did you assemble the pieces of it yourself, or did a fine crafter of arms make it for you?* [2 LOAD]

CUSTOM DRONE: Your drone is controlled by you and anticipates your actions. *Cohort: Hunter. What does your drone look like? Did you name it? How intelligent is it?* [1 LOAD]

FINE SCOPE: Highly accurate, telescopic sight that allows for long-distance vision. *Collapsible. Attaches to a rifle. Gives more effect.* [0 LOAD]

QUIRK ITEMS

FINE DRYWARE SUIT: When your face is covered by the suit, it acts as a rebreather (30 minute max). *When combating an Act of God, you may have increased effect.* [2 LOAD]

FINE TEAR TRAIL HELMET: This site is fitted with technology that can detect traces of moisture, *Detects anything with water and moisture, feeding back how much and where. Can show lifeforms, detect poisons, and other substances, etc.* [1 LOAD]

DIFFUSION ROUNDS: Military tech that rapidly breaks down organic matter and converts it into water. Originally used on various types of Acts of God to render them less effective. *Every time you use this ammo, take +1 Heat* immediately. [1 LOAD]

FINE WATER KNIFE: The knife itself is composed of an unknown substance that disables nanotech, while also preserving the short-term memory stored by the nanites in the blood stream. *The nanites stop transmitting their location and stop regenerating the body for approximately 48 hours.* [1 LOAD]

MOISTWARE: Used to transfer all forms of data but is only readable with infused water coded to a specific temperature and chemical makeup (such as tea). [1 LOAD]

GATEWAY MAP: When people leave Shelter 1, they are scanned and tagged by Sentinels. With the Green Zone already taking on too many climate refugees, it becomes increasingly hard to enter, especially with these tags. This gateway map provides you a path circumventing the Sentinel check. *What route have you unearthed or been given?* [1 LOAD]

TORQUE ITEMS

MAG PISTOL: Uses different technology than most weapons. Leverages powerful magnets to fire an almost completely silent projectile. [1 LOAD]

FINE MODIFICATION TOOLS: Modification tools of better make and quality than normal. *Did you Modify them yourself?* [1 LOAD]

FINE DEMOLITION TOOLS: A sledgehammer or drill, shaped charges, or some other kind of explosives. [2 LOAD]

MEDICAL SUPPLIES: Injectors, syringes, gauze, or smart, near future tech used for injuries. *Gives you more effect or +1d on healing treatment rolls, as the GM judges.* [1 LOAD]

SPARE PARTS: Data cables, chip-boards, pieces of metal and scrap. Whatever you reasonably need to repair something damaged. *Gives you more effect when crafting, as the GM judges.*[1 LOAD]

EMP GRENADE: A grenade built to disrupt or damage electronic equipment in the immediate vicinity.[1 LOAD]

ON MULTIPLE PLAYBOOKS:

MULTI-SPECTRUM CONTACTS/GOGGLES/ SHADES: They come with a built in low-tech range of spectral bands available (infrared, night vision). Grants more effect on **SURVEY** and **STUDY** rolls. **Fine quality** expands the spectrum beyond the limitations of just infrared and night vision. [0 LOAD]

CREW CREATION/COHORTS

1 Choose a crew type. The crew type determines the PCs' collective purpose, their special abilities, and how they advance.

The crew begins at **Tier 0**, with strong hold and **0 rep**, and starts with **2 Joules**.

2 Choose an initial reputation and Base. Choose how other underworld factions see the crew: *Ambitious—Brutal—Daring—Honorable—Professional—Savvy—Subtle—Strange*. Look at the map and pick a spot for the crew's base. Describe the **base**.

3 Establish your hunting grounds. Pick an area on the map for the crew's **hunting grounds**. Decide how to deal with the **faction** that **claims** that area.

- ⊙ **Pay them 1 Joule**.
- ⊙ **Pay them 2 Joules**. Get **+1 status**.
- ⊙ **Pay nothing**. Get **-1 status**.

4 Choose a special ability. In addition to the **starting ability** the crew already has at the very top of the middle column of the sheet, choose a **special ability**. If players can't decide, they should choose the one listed below the **starting ability** on the list. It's there as a good first option.

5 Assign crew upgrades. The crew has two **upgrades** pre-selected. Choose two more. If the crew has a **cohort**, create them using the cohort creation procedure. Write down the following **faction status** changes as a result of the crew's **upgrades**:

- ⊙ **One faction helped you get an upgrade**. Take **+1 status** with them. Or spend **1 Joule** for **+2 status** instead.
- ⊙ **One faction was harmed when you got an upgrade**. Take **-2 status** with them. Or spend **1 Joule** for **-1 status** instead.

6 Choose a favorite contact. Mark the one who is a close friend, long-time ally, or partner in crime. Write down the following **faction status** changes related to your **contact**:

- ⊙ **One faction is friendly with your contact**. Take **+1 status** with them.
- ⊙ **One faction is unfriendly with your contact**. Take **-1 status** with them.

The players can choose to increase the intensity of the factions' relationship with the **contact** and take **+2** and **-2 status**, instead.

COHORTS

A **cohort** is a **gang** or an **expert** who works for your crew. To recruit a new cohort, spend **two upgrades** and create them using the process below.

Creating a gang

Choose a **gang type** from the list below:

- ⊙ **Boosters:** Killers, brawlers, and enforcers.
- ⊙ **Monitors:** (Street) doctors, hackers, scientists, and mechanics.
- ⊙ **Rooks:** Con artists, spies, private investigators, and fixers.
- ⊙ **Rovers:** Getaway drivers, sourcers, and scavengers.
- ⊙ **Runners:** Lookouts, infiltrators, data couriers, and thieves.

A gang has **scale** and **quality** equal to your current crew **Tier**. It increases in **scale** and **quality** when your crew moves up in **Tier**.

Creating an expert

Record the expert's **type** (their specific area of expertise). They might be a *Doctor*, an *Investigator*, *a thief*, a *killer*, a *Spy*, etc.

An expert has **quality** equal to your current crew **Tier +1**. Their **scale** is always zero (1 person). Your experts increase in **quality** when your crew moves up in **Tier**.

EDGES & FLAWS

When you create a **cohort**, give them one or two **edges** and an equal number of **flaws**. Talk with the GM about creating your own if these don't fit exactly what you're going for. Occasionally there will be an NPC in the fiction for some time that becomes a **cohort** and the definitions may not conform to what's established.

Edges

- ⊙ **FEARSOME:** The cohort is terrifying in aspect and reputation.
- ⊙ **INDEPENDENT:** The cohort can be trusted to make good decisions and act on their own initiative in the absence of direct orders.
- ⊙ **LOYAL:** The cohort can't be bribed or turned against you.
- ⊙ **TENACIOUS:** The cohort won't be deterred from a task.

Flaws

- ⊙ **PRINCIPLED:** The cohort has an ethic or values that it won't betray.
- ⊙ **SAVAGE:** The cohort is excessively violent and cruel.
- ⊙ **UNRELIABLE:** The cohort isn't always available, due to other obligations, stupefaction from their vices, etc.
- ⊙ **WILD:** The cohort is drunken, debauched, and loud-mouthed.

Modifying a cohort

You can add an **additional type** to a **gang** or **expert** by spending two **crew upgrades**. When a **cohort** performs actions for which its types apply, it uses its full **quality rating**. Otherwise, its **quality** is zero. A given **cohort** can have up to two **types**.

FUEL

Airships need **fuel**. Comets start out with **2 fuel**. Each downtime a crew of Comets consumes **1 fuel** (**2** if it has the costly **flaw**) to keep it operational. They get more **fuel** with their **special ability** *Solarpunk*, detailed on page 124.

Depending on fictional circumstances, a GM might apply this need for **fuel** to other situations. It is assumed airships use different **fuel** than other methods of transportation; a more costly upkeep is applied to air travel than other vehicles.

SHELTER ONE
<< NOURISH
<< SAFETY
<< INFO

HACK THE PLANET **CREW SHEET**

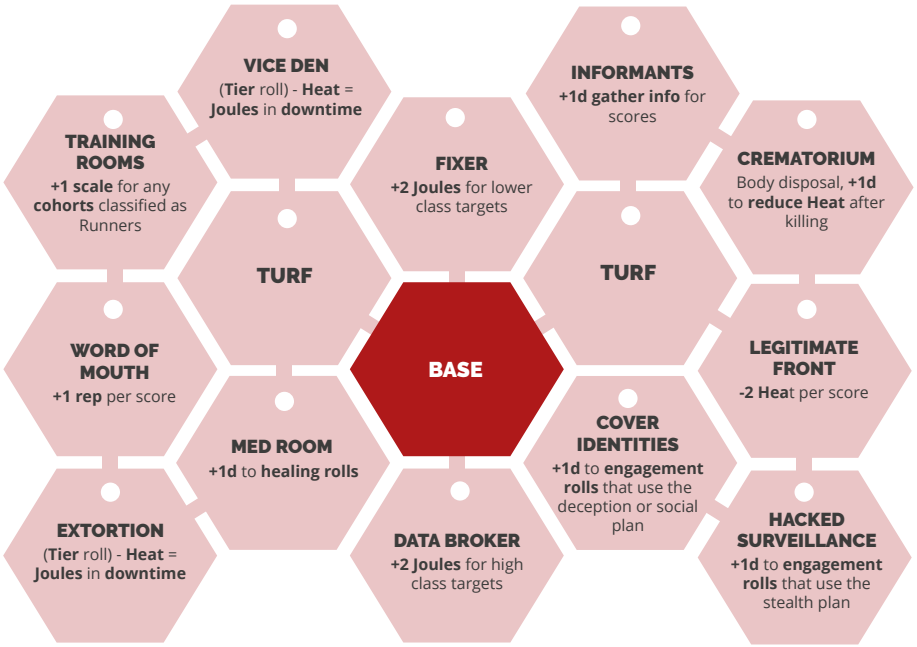
NAME

REPUTATION

BASE

REP TURF

HOLD WEAK STRONG TIER



HEAT WANTED

JOULES VAULTS

Upon crew advance, each PC gets stash = Tier + 2

CLEANERS

MERCENARIES FOR HIRE

SPECIAL ABILITIES

Military Grade: You have devised tech to destroy Acts of God. Take **3 stress** to use this tech to destroy an Act of God after overcoming it as an obstacle.

- **Lethal:** Each PC may add **+1 action rating** to **Trace**, **Ghost** or **Combat** (up to a max rating of 3).
- **Back Door:** Your activities are hidden from the notice of corporate law. You don't take extra **heat** when killing is involved on a **score**.
- **No Trace:** When you keep an operation quiet or make it look like an accident, you get half the **rep** value of the target (round up) instead of **0**. When you end **downtime** with **0 heat**, take **+1 rep**.
- **Patron:** When you advance your **Tier**, it costs half the Joules it normally would. *Who is your patron? Why do they help you?*
- **Predators:** When you use stealth or subterfuge to commit murder, take **+1d** to the **engagement roll**.
- **Underground Haven:** You have a home away from home: a nightclub, vice den, or similar. It has the same **qualities** as your **base**. When you **gather information** in your haven, you get **+1 result level**.
- **Loyal To A Fault:** When a crew member **Controls** a **cohort** in **combat**, they continue to fight when they would otherwise break (they're not taken out when they suffer level 3 **harm**).
- ● ● ● **Veteran:** Choose a special ability from another crew.

CREW XP

At the end of each session, for each item below, mark XP (in your playbook or attribute) or mark 2 XP if it occurred multiple times.

» *Execute a successful accident, disappearance, murder, or ransom operation*
» *Contend with challenges above your station*
» *Bolster your crew's reputation or develop a new one*
» *Express the goals, drives, inner conflict, or essential nature of the crew*

CONTACTS

- Korcha, a slide
- Leticia, a fixer
- Vinicious, an auditor
- Lavente, a handler
- Aoife, a dipper
- Cian, a Forged liaison

CREW UPGRADES

- ☐ Cleaners Rigging (2 free load of weapon or gear)
- ☐ Contacts In The Grind (+1 Tier for incarceration rolls)
- ☐ Elite Runners
- ☐ Elite Boosters
- ☐☐☐ Hardened (+1 trauma box)

HUNTING GROUNDS: ACCIDENT - DISAPPEARANCE - MURDER - RANSOM

COHORT GANG EXPERT

COHORT GANG EXPERT

COHORT GANG EXPERT

COHORT GANG EXPERT
WEAK IMPAIRED BROKEN ARMOR

Base
- ☐☐ Spinner
- ☐☐ Ship
- ☐ Hidden
- ☐ Quarters
- ☐☐ Secure
- ☐☐ Vault
- ☐ Workshop

Quality
- ☐ Gear
- ☐ Spec Tech
- ☐ Supplies
- ☐ Tools
- ☐ Weapons

Training
- ■ Insight
- ■ Prowess
- ☐ Resolve
- ☐ Personal
- ☐☐☐☐ Mastery

Cohorts
Upgrade costs
New cohort: 2
Add type: 2

HACK THE PLANET **CREW SHEET**

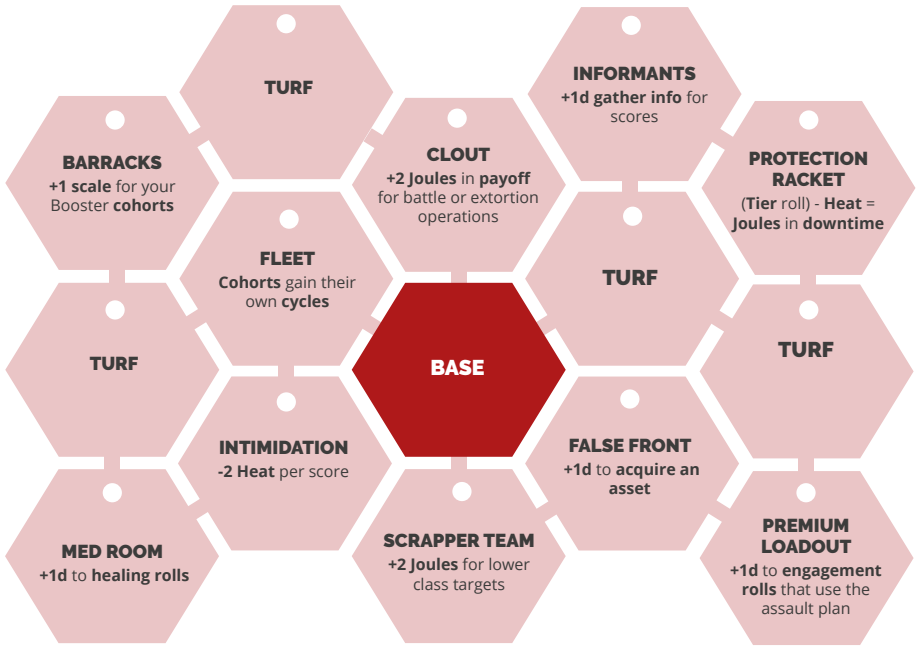
NAME

REPUTATION

BASE

REP — TURF

HOLD — WEAK — STRONG — TIER



HEAT — WANTED

JOULES — VAULTS

Upon crew advance, each PC gets stash = Tier + 2

VEHICLE EDGES

Nimble: The vehicle handles easily. Consider this an **assist** for tricky manoeuvres.

Simple: The vehicle is easy to repair. Remove all **harm** during **downtime**.

Sturdy: The vehicle keeps operating even when *broken*.

VEHICLE FLAWS

Costly: The vehicles costs **2 Joules** (instead of 1) per **downtime** to keep in operation.

Illegal: The vehicle also has banned tech. Take **+2 heat** when you use it on a **score** and **+1d** when speed matters.

Distinct: The vehicles have memorable features. Take **+1 heat** after a score is completed.

CLIPPERS

STREET GANG ON CYCLES

SPECIAL ABILITIES

Fast & Furious: You devised specialized tech to outrun or out manoeuvre Acts of God through hard-won experience. When a crew member takes **2 stress**, they escape from any Act of God.

- **Street Smart:** Each PC may add **+1 action rating** to **Trace**, **Combat** or **Wreck** (up to a max rating of 3).
- **Shoulder To Shoulder:** When you fight alongside your **cohorts** in combat, they get **+1d** for **teamwork** rolls (**setup** and **group actions**). All of your **cohorts** get the *Booster* **type** for free (if they're already Boosters, add another **type**).
- **Reavers:** When you go into conflict aboard a vehicle, you gain **+1 effect** for vehicle damage and speed. Your vehicle gains **armor**.
- **Fiends:** Fear is as good as respect. You may count each **wanted level** as if it was **turf**.
- **Forged In The Fire:** Each PC has been toughened by cruel experience. You get **+1d** to **resistance rolls**.
- **Like One Of The Family:** The crews' vehicles are considered **expert cohorts**. Choose an additional **edge** (from any crew).
- **War Dogs:** When you're at war (**-3 faction status**), your crew does not suffer **-1 hold** and PCs still get two **downtime activities** (instead of just one).
- ● ● **Veteran:** Choose a special ability from another crew.

CREW XP

At the end of each session, for each item below, mark XP (in your playbook or attribute) or mark 2 XP if it occurred multiple times.

- » *Execute a successful battle, extortion, control, or smash & grab operation*
- » *Contend with challenges above your station*
- » *Bolster your crew's reputation or develop a new one*
- » *Express the goals, drives, inner conflict, or essential nature of the crew*

CONTACTS

- Ilija, a corp executive
- Ximena, a canary
- Fleur, a gunsmith
- Ella, a street-doc
- Keiko, a Sentinel informer
- Sook, a nightclub owner

CREW UPGRADES

- ☐ Clippers Rigging (cycles concealed at rest)
- ☐ Contacts In The Grind (+1 Tier for incarceration rolls)
- ☐ Elite Rovers
- ☐ Elite Boosters
- ☐☐☐ Steeled (+1 trauma box)

HUNTING GROUNDS: BATTLE - EXTORTION - CONTROL - SMASH & GRAB

COHORT — GANG — EXPERT

Boosters

COHORT — GANG — EXPERT

COHORT — GANG — EXPERT

COHORT — GANG — EXPERT — WEAK — IMPAIRED — BROKEN — ARMOR

Base
- ■☐ Cycle
- ☐☐ Ship
- ☐ Hidden
- ☐ Quarters
- ☐☐ Secure
- ☐☐ Vault
- ☐ Workshop

Quality
- ☐ Gear
- ☐ Spec Tech
- ☐ Supplies
- ☐ Tools
- ☐ Weapons

Training
- ☐ Insight
- ☐ Prowess
- ☐ Resolve
- ☐ Personal
- ☐☐☐☐ Mastery

Cohorts
- Upgrade costs
- New cohort: 2
- Add type: 2

HACK THE PLANET **CREW SHEET**

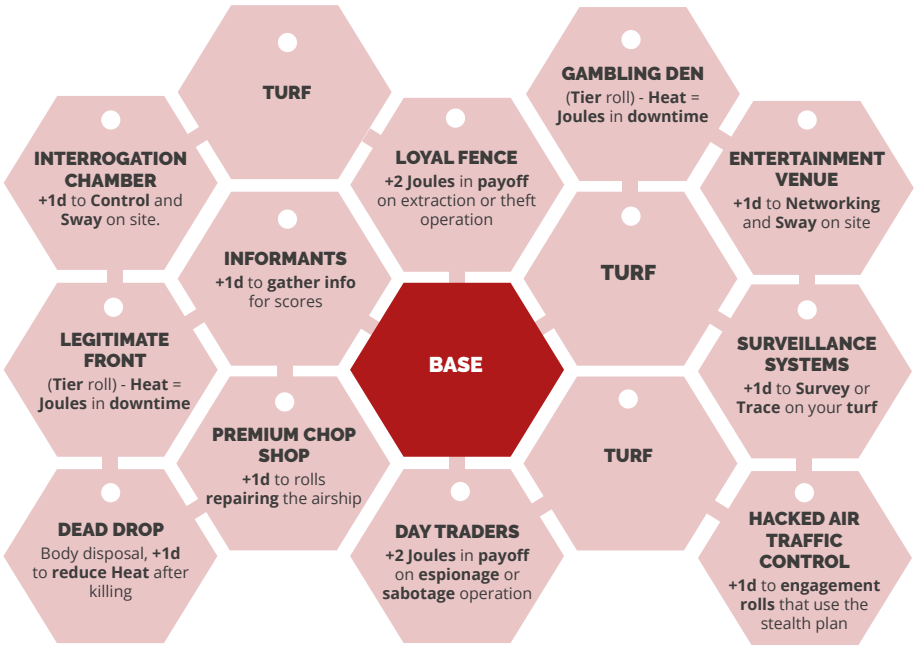
NAME

REPUTATION

BASE

REP TURF

HOLD WEAK STRONG TIER



HEAT WANTED

Upon crew advance, each PC gets stash = Tier + 2

After you complete a score, consume 1 Fuel.

JOULES VAULTS

FUEL RESERVE

AIRSHIP EDGES

Nimble: The Airship handles easily. Consider this an assist for tricky manoeuvres.

Simple: The Airship is easy to repair. Remove all **harm** during **downtime**.

Sturdy: The Airship keeps operating even when *broken*.

AIRSHIP FLAWS

Costly: The Airship costs **2 Joules** (instead of 1) per **downtime** to keep in operation.

Distinct: The Airship have memorable features. Take **+1 heat** after a score is completed.

Illegal: The vehicle also has banned tech. Take **+2 heat** when you use it on a **score** and **+1d** when speed matters.

COMETS

THIEVES AND SCAVENGERS OPERATING OUT OF AIRSHIPS

SPECIAL ABILITIES

Solarpunk: You devised a special method to extract components from Acts of God to make a viable form of fuel. Take **3 stress** to use this specialized method after you overcome the Act of God as an obstacle.

- **Through The Ringer:** Each PC may add **+1 action rating** to **Ghost**, **Finesse**, or **Modify** (up to a max rating of 3).
- **Natural Element:** When you use an Act of God as cover on a **score**, take **+1d** to your **engagement roll** and **-1 heat** after the **score**.
- **Park Rats:** Your airship contains a jumble of stolen items. When you roll to **acquire an asset**, take **+1d**.
- **Exosuits:** You devised your own kind of **armor**—effective in low orbit jumps as well as **combat**. Only marking your first use of **armor** counts toward your **load** on a **score**. **Heavy armor** is free.
- **Tempting Fate:** When you execute a score by leaping from an aircraft you may choose to start with a **risky position** and instead spend each **engagement roll** die during the **score** to take **+1d** to a roll.
- **Slippery:** When you roll **entanglements**, roll twice and keep the one you want. When you **reduce heat** on the crew, take **+1d**.
- **Synchronized:** When you perform a **group action**, you may count multiple **6**s from different rolls as a **critical success**.
- ● ● ● **Veteran:** Choose a **special ability** from another crew.

CREW XP

At the end of each session, for each item below, mark XP (in your playbook or attribute) or mark 2 XP if it occurred multiple times.

- » *Execute a successful extraction, espionage, sabotage, or theft operation*
- » *Contend with challenges above your station*
- » *Bolster your crew's reputation or develop a new one*
- » *Express the goals, drives, inner conflict, or essential nature of the crew*

CONTACTS

- Ocean, a cartographer
- Manon, a pilot
- Hugo, an anarchist
- Fitz, a scrapper
- Ewa, a corp outsourcer
- Chung Ae, a mechanic

CREW UPGRADES

- ☐ Comets Rigging (2 free load of tools or gear)
- ☐ Comet Airship Upgrade (+1 airship edge)
- ☐ Elite Rooks
- ☐ Elite Runners
- ☐☐☐ Steady (+1 trauma box)

HUNTING GROUNDS: EXTRACTIONS - ESPIONAGE - SABOTAGE - THEFT

COHORT GANG EXPERT

COHORT GANG EXPERT

COHORT GANG EXPERT

COHORT GANG EXPERT

WEAK IMPAIRED BROKEN ARMOR

Base
- ■☐ Airship
- ☐☐ Airship
- ☐ Hidden
- ☐ Quarters
- ■☐ Secure
- ☐☐ Vault
- ☐ Workshop

Quality
- ☐ Gear
- ☐ Spec Tech
- ☐ Supplies
- ☐ Tools
- ☐ Weapons

Training
- ☐ Insight
- ☐ Prowess
- ☐ Resolve
- ☐ Personal
- ☐☐☐☐ Mastery

Cohorts

Upgrade costs

New cohort: 2

Add type: 2

HACK THE PLANET **CREW SHEET**

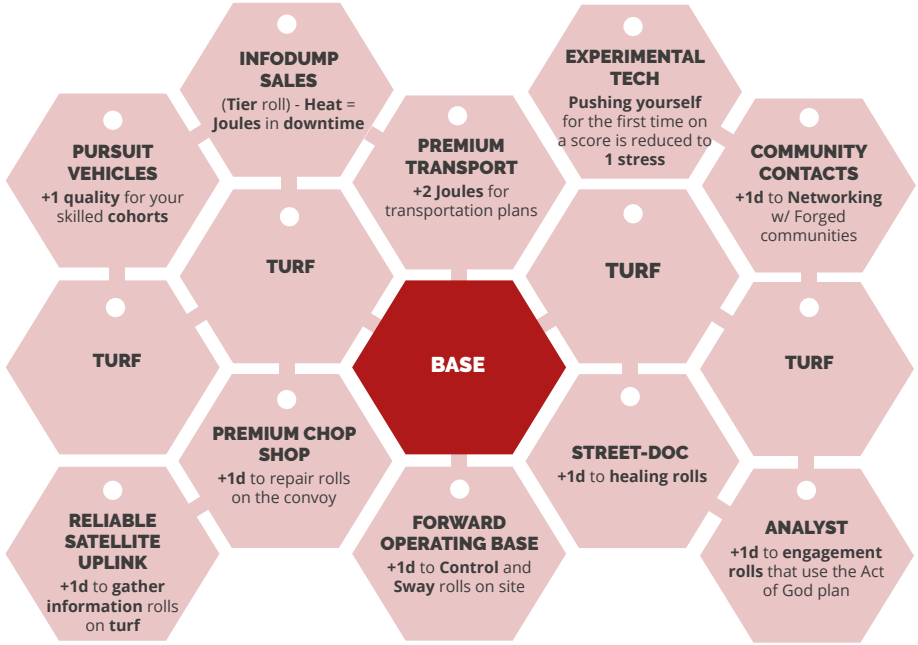
NAME

REPUTATION

BASE

REP TURF

HOLD WEAK STRONG TIER



HEAT WANTED

JOULES VAULTS

Upon crew advance, each PC gets stash = Tier + 2

CONVOY EDGES

Equipped: One vehicle has AOG tracking gear. Consider this an **assist** when searching for Acts of God.

Simple: The vehicle is easy to repair. Remove all **harm** during **downtime**.

Sturdy: The vehicle keeps operating even when *broken*.

CONVOY FLAWS

Costly: The vehicles costs **2 Joules** (instead of 1) per **downtime** to keep in operation.

Distinct: The vehicles have memorable features. Take **+1 heat** after a score is completed.

Finicky: They are retrofitted machines. The vehicles all have **-1 quality** outside of Shelter 1.

SHIFTERS

A CONVOY OF NONCONFORMISTS

SPECIAL ABILITIES

Data Cutting: You have devised a method to extract data from an Act of God. Take **3 stress** to use this specialized method after you have surmounted it as an obstacle.

- **Kinesthetic Learning:** Each PC may add **+1 action rating** to **Hack**, **Study**, or **Sway** (up to a max rating of 3).
- **Resilient:** You get **+1d** to **resistance rolls** against Acts of God. You get **+1d** to healing rolls when you have suffered **harm** from one.
- **Subvocal Comms:** Spend **1 stress** to use **teamwork** with any crew member, regardless of distance.
- **Thrill Seeker:** Each PC gains an additional **Vice**: *Daredevil*. When you indulge this **vice** and go thrill seeking, you don't **overindulge** when you clear excess **stress**.
- **Nowcaster:** Someone in the convoy is always nowcasting, coordinating the team and scouting ahead; ask a follow-up question when you **gather information** and take **+1d** to **engagement rolls** using the Act of God plan.
- **Lay Of The Land:** Take +1d to Ghosting or Tracing when leading a group action for the entire crew.
- **Found Family:** When you lay down roots and share a communal moment of intimacy in **downtime**, those present may roll to decrease their **stress** as though they were **indulging a vice**.
- ● ● **Veteran:** Choose a special ability from another crew.

CREW XP

At the end of each session, for each item below, mark XP (in your playbook or attribute) or mark 2 XP if it occurred multiple times.

- » *Execute a successful transportation, discovery, or subversion operation*
- » *Contend with challenges above your station*
- » *Bolster your crew's reputation or develop a new one*
- » *Express the goals, drives, inner conflict, or essential nature of the crew*

CONTACTS

- Don, an academic
- Isamu, a liaison
- Llya, a theorist
- Feechi, a slide
- Maja, a mechanic
- Alba, a hacker

CREW UPGRADES

- ☐ Shifters Rigging (2 free load of tools or specialized tech)
- ☐ Shifter Convoy upgrade (+1 vehicle Edge per vehicle)
- ☐ Elite Monitors
- ☐ Elite Rovers
- ☐☐☐ Seasoned (+1 trauma box)

HUNTING GROUNDS: DELIVERIES - DISCOVERY - SUBVERSION

COHORT GANG EXPERT

Monitors

COHORT GANG EXPERT

COHORT GANG EXPERT

COHORT GANG EXPERT

WEAK IMPAIRED BROKEN ARMOR

Base
- ■☐ Convoy
- ☐☐ Convoy
- ☐ Hidden
- ☐ Quarters
- ☐☐ Secure
- ☐☐ Vault
- ☐ Workshop

Quality
- ☐ Gear
- ☐ Spec Tech
- ☐ Supplies
- ☐ Tools
- ☐ Weapons

Training
- ☐ Insight
- ☐ Prowess
- ☐ Resolve
- ☐ Personal
- ☐☐☐☐ Mastery

Cohorts

Upgrade costs

New cohort: 2

Add type: 2

HACK THE PLANET **CREW SHEET**

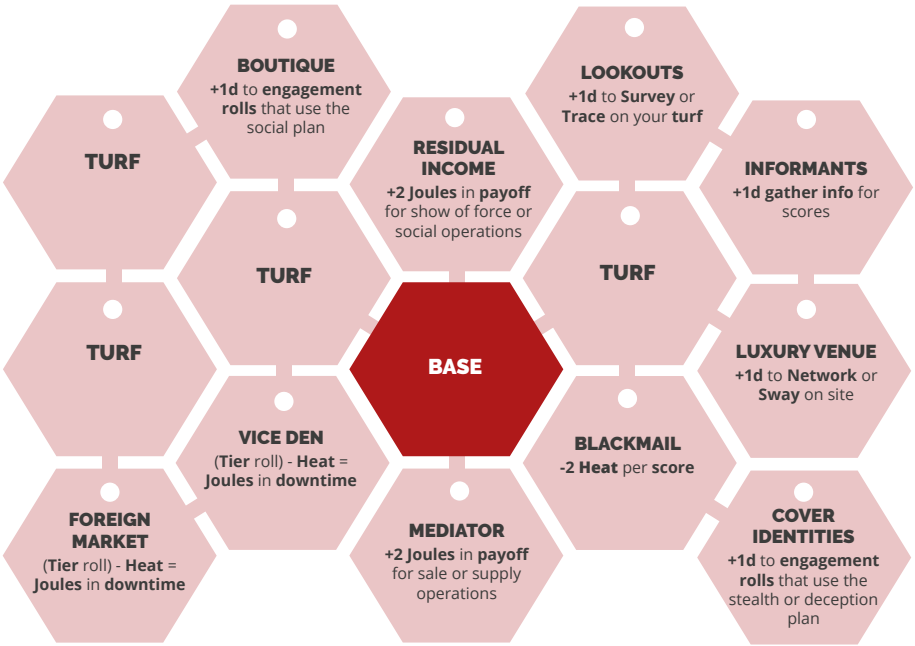
NAME

REPUTATION

BASE

REP TURF

HOLD WEAK STRONG TIER



HEAT WANTED

JOULES VAULTS

Upon crew advance, each PC gets stash = Tier + 2

WIRES

UNDERWORLD VICE DEALERS

SPECIAL ABILITIES

Chasing The Storm: You have devised a method to extract Acts of God into a raw form you can then convert into an illicit substance. Take **3 stress** to use this method on an Act of God after you have surmounted it as an obstacle.

- **Machinations Of Men:** You know when and where the solar panels shed light on the streets of Shelter 1. Take **-1 heat** in **downtime** and **+1d** to **gather info** when being in dark corners is beneficial.
- **Marked:** Everyone in the crew has a tattoo, piercing, or some other kind of discernible marking. Each PC may add **+1 action rating** to **Control**, **Network**, or **Sway** (up to a max rating of 3).
- **The Good Stuff:** Your merchandise is exquisite. The **product quality** is equal to your **Tier+2**. When you deal with a crew or **faction**, the GM will tell you who among them is hooked on your **product** (one, a few, many, or all).
- **Scapegoat:** When a PC would be incarcerated, you can instead send an **Elite cohort**.
- **The Game:** When anyone in the crew gets taken in for interrogation or questioning, you also roll to see how much **heat** you lose.
- **Hooked:** Your gang members use your product. Add the *savage*, *unreliable*, or *wild* **flaw** to your gang to give them **+1 quality**.
- **Accord:** Up to three **+3 statuses** with **factions** count as **Turf**.
- ● ● ● **Veteran:** Choose a special ability from another crew.

CREW XP

At the end of each session, for each item below, mark XP (in your playbook or attribute) or mark 2 XP if it occurred multiple times.

- » *Execute clandestine/covert sales, Acquire product supply, or secure new territory*
- » *Contend with challenges above your station*
- » *Bolster your crew's reputation or develop a new one*
- » *Express the goals, drives, inner conflict, or essential nature of the crew*

CONTACTS

- Daiki, a porter captain
- Tiago, a factory owner
- Forever, an informant
- Clara, a Comet
- Veeti, an elusive mastermind
- Diego, runs the Violet Delight

CREW UPGRADES

- ■ Wires Rigging (1 carried item is concealed and has no load)
- ■ Contacts In The Grind (+1 Tier for incarceration rolls)
- ■ Elite Rooks
- ■ Elite Boosters
- ■ ■ ■ Composed (+1 trauma box)

SALES TERRITORY: SALE - SUPPLY - SHOW OF FORCE - SOCIALIZE

COHORT GANG EXPERT

COHORT GANG EXPERT

COHORT GANG EXPERT

COHORT GANG EXPERT
WEAK IMPAIRED BROKEN ARMOR

Base
- ☐☐ Spinner
- ☐☐ Ship
- ☐ Hidden
- ☐ Quarters
- ■☐ Secure
- ☐☐ Vault
- ☐ Workshop

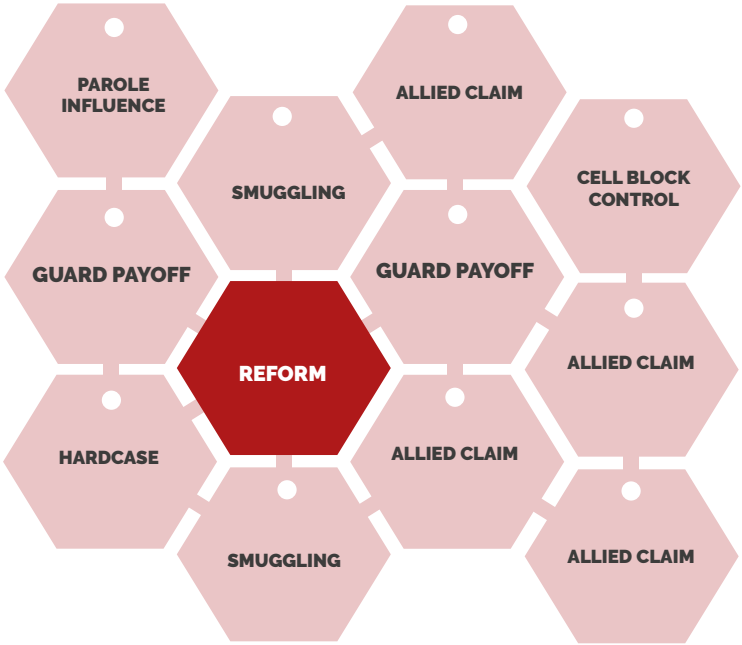
Quality
- ☐ Gear
- ☐ Spec Tech
- ☐ Supplies
- ☐ Tools
- ☐ Weapons

Training
- ☐ Insight
- ☐ Prowess
- ■ Resolve
- ☐ Personal
- ☐☐☐☐ Mastery

Cohorts
Upgrade costs
New cohort: 2
Add type: 2

HACK THE PLANET CREW SHEET REFORM

Every time a member of your crew is incarcerated they have a chance to gain a claim.



- **Allied Claims:** An ally on the inside arranges for their **faction** to grant you a boon. Take a **claim** for your crew from a different crew type. *You can't take Turf with this claim.*
- **Cell Block Control:** The crew has a cell block under their total control—guards and all. PCs never take **trauma** from **incarceration**.
- **Guard Payoff:** You claim several guards on your payroll. Take **+1d** to your **Tier roll** when a member of your crew is **incarcerated**.
- **Hardcase:** Your reputation as a tough inmate bolsters your crew's image. When your crew advances **Tier**, it costs **2** fewer **Joules** than it normally would.
- **Parole Influence:** Political pressures of various sorts can be applied to the Corporate Council and Auditors who oversee sentences for crimes. With this claim, you're always able to arrange for a shorter stay at **Reform**—as if your **wanted level** was **1** lower. So, if your **wanted level** was **3** when you went to **Reform**, you'd spend only several months behind bars (equivalent to level **2**) instead of a full year.
- **Smuggling:** You arrange smuggling channels inside. You have **+2 load** while **incarcerated** (starting from zero as a prisoner). If you take this **claim** twice, you'll have **4 load** while you're serving time. Also, you may choose to carry **Joules** in place of **load** for purposes of bribes or **acquiring assets** while in **Reform**. You may reset the items in your **Reform loadout** whenever your crew has **downtime**.

INCARCERATION ROLL

1d for each PC **TIER** level.

CRITICAL: You make a name for yourself inside. You gain **•3 REP** for your crew, **1 Reform claim** and **+1 faction status** with a **faction** that you assisted while you served your time.

6: You do your time well. Your crew gains **1 Reform claim** and **+1 faction status** with a **faction** that you assisted while you served your time.

4/5: You keep your head down and do your time without incident.

1-3: It's horrific. You suffer a level of **TRAUMA** from the experience.

CREW UPGRADES

- **AIRSHIP:** The PCs possess an airship they can use for scores. It consumes **1 fuel** per **downtime** phase (unless it has the costly **flaw**). The crew chooses its unique **edges** and **flaws**, similar to **COHORTS** (see the next pages). **Upgrades** can be spent on the following: give it **armor** (max **2**); give it cargo capacity; remove a **flaw** from it, or give it an additional **edge**.
- **COHORTS:** A **COHORT** is a **gang** or a single **expert COHORT** who works for the crew. To recruit a new **COHORT**, spend **2 upgrades** and create them using the very next pages.
- **CYCLES:** The PCs all have futuristic cycles (think *Akira*!). The crew chooses their cycle's unique **edges** and **flaws**, similar to **COHORTS** (see the next pages). **Upgrades** can be spent on the following: give the cycles **armor** (max **2**); give them cargo capacity; remove a **flaw** from them, or give them an additional **edge**.
- **CONVOY:** The PCs all have a vehicle in a convoy (think *Heavy Weather* or *Twister*). The convoy comes with unique **edges** and **flaws**, similar to **COHORTS** (see the next pages). **Upgrades** can be spent on the following: give the vehicles in the convoy **armor** (max **2**); give them cargo capacity; remove a **flaw** from the vehicles, or give them an additional **edge**.
- **HIDDEN BASE:** Your **base** has a secret location and is disguised to hide it from view. If your **base** is discovered, use **2 downtime activities** and pay **JOULES** equal to your **TIER** to relocate it and hide it once again.
- **MASTERY:** Your crew has access to **master level training**. You may advance your PCs' **action ratings** to **4** (until you unlock this **upgrade**, PC **action ratings** are capped at **3**). This costs **4 upgrade** boxes to unlock.
- **QUALITY:** Each **upgrade** improves the **quality rating** of all the PCs' items of that type beyond the **quality** established by the crew's **TIER** and **fine items**. You can improve the **quality** of **Gear**, **Specialized Tech**, **Subterfuge Supplies**, **Tools**, and **Weapons**. *So, if you are Tier 0 with fine Cryptolock-picks (+1) and the Quality upgrade for gear (+1), you could contend equally with a Tier 2 quality crypto-lock.*
- **QUARTERS:** Your **base** includes living quarters for your crew. Without this **upgrade**, each PC sleeps elsewhere (which makes them vulnerable). *Perhaps leading others to your base from your comings and goings.*
- **SECURE BASE:** Your **base** has crypto-lock protection, alarms, and surveillance to thwart intruders. A **second upgrade** improves the defenses to include protection against hacking and other means of probing. *You might roll your crew's Tier if these measures are ever put to the test to see how well they thwart the intruder.*
- **SHIP:** To the east of Shelter 1 and the Green Zone are docks where some keep ships. You have a ship and a dock there, and a small shack with supplies you would need. A **second upgrade** gives the ship **armor** and more cargo capacity. Any additional boxes provide additional **armor**.
- **SPINNER:** You've got a serviceable car that is either retro-fitted with eco-friendly tech, or a newer model that comes premade like that. A **second upgrade armors** it, allows for cargo, and adds **flight** capability. Any additional boxes provide additional **armor**.
- **TRAINING:** If you have a **Training upgrade**, you earn **2 xp** (instead of **1**) when you **train** a given **xp track** during **downtime** (**INSIGHT**, **PROWESS**, **RESOLVE**, **STRESS** or **Playbook**). This **upgrade** helps you **advance** more quickly. See **Advancement**, page 42. *If you have **Insight Training**, when you train Insight during downtime, you mark 2 xp on the Insight track (instead of just 1). If you have **Playbook Training**, you mark 2 xp on your playbook xp track when you train.*
- **VAULT:** Your **base** has a secure **vault**, increasing your storage capacity for **JOULES** to **8**. A second **upgrade** increases your capacity to **16**. A separate part of your vault can be used as a holding cell.
- **WORKSHOP:** Your **base** has a **workshop** appointed for modifying and tinkering, as well as some smart-paper books, (basic) schematics, and maps sourced by the community. You may accomplish **long-term projects** with these **assets** without leaving your **base**.

- **SECURE BASE:** Your **base** has crypto-lock protection, alarms and surveillance to thwart intruders. A **second upgrade** improves the defenses to include protection against hacking and other means of probing. *You might roll your crew's Tier if these measures are ever put to the test to see how well they thwart the intruder.*
- **SHIP:** To the east of Shelter 1 and the Green District are docks where some keep ships. You have a ship and a dock there, and a small shack with supplies you would need. A **second upgrade** gives the ship **armor** and more cargo capacity. Any additional boxes provide additional **armor**.
- **SPINNER:** You've got a serviceable car that is either retro-fitted with Eco-friendly tech, or a newer model that comes pre-made like that. A **second upgrade armors** it, allows for cargo, and adds **flight** capability. Any additional boxes provide additional **armor**.
- **TRAINING:** If you have a **Training upgrade**, you earn **2 xp** (instead of **1**) when you **train** a given **xp track** during **downtime** (**INSIGHT**, **PROWESS**, **RESOLVE**, **STRESS** or **Playbook**). This **upgrade** helps you **advance** more quickly. See **Advancement**, page 42. *If you have **Insight Training**, when you train Insight during downtime, you mark 2 xp on the Insight track (instead of just 1). If you have **Playbook Training**, you mark 2 xp on your playbook xp track when you train.*
- **VAULT:** Your **base** has a secure **vault**, increasing your storage capacity for **JOULES** to **8**. A second **upgrade** increases your capacity to **16**. A separate part of your vault can be used as a holding cell.

- **WORKSHOP:** Your **base** has a **workshop** appointed for tools for modifying and tinkering, as well as some smart-paper books and (basic) schematics, and perhaps maps community members have drawn. You may accomplish **long-term projects** with these **assets** without leaving your **base**.

Factions

Criminal	Tier	Hold	Status
Carrion	4	W	
Applied Reason	3	S	
Interrupt	3	W	
Nuance	3	S	
The SneakerNet	3	S	
The Split Peas	3	W	
Straylight	3	S	
Croci Stigma	2	S	
Exhaust	2	W	
Flickers	2	S	
The Mirrored	2	W	
New Dawn	2	W	
The Red Leaves	2	S	
Scrappers	2	S	
Ultraviolet	2	W	
Coil	1	S	
Constructed Chaos	1	S	
Lazarus	1	S	
Nightingale	1	S	

Institutions	Tier	Hold	Status
The Corporate Council	5	W	
Information	5	S	
Nourish	5	W	
Safety	5	S	
Reform	4	S	
Tracers	4	S	
Auditors	3	S	
Sentinels	3	W	

Labor & Trade	Tier	Hold	Status
Cryptographers	3	S	
Laborers	3	W	
Manufactured Life	3	S	
Porters	3	S	
Slingers	3	S	
Phishers	2	S	
Watt Snatchers	1	W	

Forged	Tier	Hold	Status
Children of Water	4	S	
Burnns & Trapp	3	W	
The Loom	3	S	
Sourcers	2	S	
Oaza	1	S	

Additional Factions

Sabtera 1	Tier	Hold	Status
The Spiral Hunt	2	S	
Salon Ariadne	1	W	

Forged	Tier	Hold	Status
The Harvesters	3	S	
Heckati Shades	3	S	
The Artificers	2	S	
New Earth	2	W	
Svaltun Hold	2	S	

RULES REFERENCE

ACTION ROLL

- **1d** for each **Action rating** dot.
- **+1d** if you have **Assistance**.
- **+1d** if you **Push yourself** -or- you accept a **Ripple**.

CONTROLLED
YOU ACT ON YOUR TERMS. YOU EXPLOIT A DOMINANT ADVANTAGE.

Critical: You do it with **increased effect**.

6: You do it.

4/5: You hesitate. Withdraw and try a different approach, or else do it with a minor consequence: a minor **complication** occurs, you have **reduced effect**, you suffer **lesser harm**, you end up in a **risky** position.

1-3: You falter. Press on by seizing a **risky** opportunity, or withdraw and try a different approach.

RISKY
YOU GO HEAD TO HEAD. YOU ACT UNDER FIRE. YOU TAKE A CHANCE.

Critical: You do it with **increased effect**.

6: You do it.

4/5: You do it, but there's a **consequence**: you suffer **harm**, a **complication** occurs, you have **reduced effect**, you end up in a **desperate** position.

1-3: Things go badly. You suffer **harm**, a **complication** occurs, you end up in a **desperate** position, you **lose this opportunity**.

DESPERATE
YOU OVERREACH YOUR CAPABILITIES. YOU'RE IN SERIOUS TROUBLE.

Critical: You do it with **increased effect**.

6: You do it.

4/5: You do it, but there's a **consequence**: you suffer **severe harm**, a **serious complication** occurs, you have **reduced effect**.

1-3: It's the worst outcome. You suffer **severe harm**, a **serious complication** occurs, you **lose this opportunity** for action.

RESISTANCE ROLL

- **1d** for each **Attribute rating**.

You **reduce** or **avoid** the effects of the **consequence** (GM chooses).

Suffer 6 stress minus the highest die result.

Critical: Clear **1 stress**.

TEAMWORK

When PCs work together, the characters have access to four special **teamwork maneuvers**. They're listed at the bottom of the character playbook sheets as a reminder to players. The four maneuvers are:

- **Assist** another PC who's rolling an action.
- Lead a **group action**.
- **Set up** a character who will follow through on your action.
- **Protect** a teammate.

ACTION ROLL

1. The player states their **goal** for the action.
2. The player chooses the **action rating**.
3. The GM sets the **position** for the roll.
4. The GM sets the **effect level** for the **action**.
5. Add **bonus dice**.
6. **The player rolls the dice** and the GM interprets the result.

ACTIONS

- When you **Combat**, you engage a target with the intent to do harm in close proximity, within your reach.
- When you **Control**, you are trying to get your way with a person or technology. You might intimidate, threaten, or manipulate a person.
- When you **Finesse**, you employ dexterous manipulation or subtle misdirection.
- When you **Ghost**, you navigate to a destination or execute an action without detection.
- When you **Hack**, you circumvent security measures in software. You'll need an Interface and Hacking Gear if there's no way to interact with something that could be hacked.
- When you **Modify** something, you physically alter it to achieve your goal.
- When you **Network**, you socialize with friends and contacts.
- When you **Study**, you scrutinize details or interpret evidence.
- When you **Survey**, you observe the situation and anticipate outcomes.
- When you **Sway**, you influence them with empathy, charm, charisma, and intellect—usually earnestly. Most importantly: your intentions are generally good. You are not trying to manipulate them into a situation that would hinder or hurt them.

RIPPLES

The GM—or any other player—can offer the player making the **action roll** a **bonus die** if they accept the proposed **Ripple**. Common **Ripples** include:

- Collateral damage, unintended **harm**.
- Sacrifice **Joules** or an item.
- Betray a friend or loved one.
- Offend or anger a **faction**.
- Start and/or tick a troublesome **clock**.
- Add **heat** to the crew from evidence or witnesses.
- Suffer **harm**.

RULES REFERENCE

1.REP

After a **score**, the PCs take stock of their income from the operation. A successful score generates both **REP** and **JOULES**.

The crew earns **2 REP** per score by default. If the target of the score is higher **TIER** than you, take **+1 REP per TIER higher**. If the target of the score is lower **TIER**, you get **-1 REP per TIER lower** (minimum zero).

2.JOULES

The crew earns **JOULES** based on the nature of the operation and/or any loot they seized:

- **2 JOULES:** A minor job; a week's wages. Standard efficiency Joules.
- **4 JOULES:** A small job; a fine weapon. A weekly income for a small business. A fine piece of art. A set of luxury clothes.
- **6 JOULES:** A standard score; customized, specialized tech. Perhaps a unique configuration to the sheathe of the Joule and heavier, meaning more efficient.
- **8 JOULES:** A big score; a good monthly take for a small business. A small smart-safe with valuables inside. A very rare luxury commodity.
- **10+ JOULES:** A major score; liquidating a significant asset—a spinner, a cycle, ownership of a small property.

3.HEAT

The city is full of prying eyes and informants. Anything the players do might be witnessed, and there's always evidence left behind. The crew acquires **HEAT** as they commit crimes to reflect this. After a **score** or conflict with an opponent, the crew takes **HEAT** according to the nature of the operation:

- **0 HEAT:** Smooth & quiet; low exposure.
- **2 HEAT:** Contained; standard exposure.
- **4 HEAT:** Loud & chaotic; high exposure.
- **6 HEAT:** Wild; devastating exposure.

Add **+1 HEAT** for a high-profile or well-connected target. Add **+1 HEAT** if the situation happened on hostile **turf**. Add **+1 HEAT** if you're at war with another **faction**. Add **+2 HEAT** if killing was involved (whether the crew did the killing or not—bodies draw attention).

4.DOWNTIME

Between scores, your crew spends time at their liberty, attending to personal needs and side projects. These are called **downtime activities** (see the list at right). During a downtime phase, each PC has time for **two downtime activities**. *When you're at war, each PC has time for only one.*

ACQUIRE ASSET

Roll the crew's **TIER.** The result indicates the **quality** of the asset:

- **CRITICAL: TIER +2.**
- **6: TIER +1.**
- **4/5: TIER.**
- **1-3: TIER -1.**

Some items require a minimum quality result to acquire. To raise the result beyond critical, you may spend **2 JOULES** *per* **+1 TIER** *bonus.*

LONG-TERM PROJECT

Work on a **long-term project**, if you have the means.

Mark segments on the clock according to your result:

- **CRITICAL:** Five ticks.
- **6:** Three ticks.
- **4/5:** Two ticks.
- **1-3:** One tick.

RECOVER

Get **treatment** or use a **Recharge** to tick your **healing clock** (like a **long-term project**). Every die counts toward filling the **clock** when **recovering**. *When you fill a clock, each harm is reduced by one level.*

REDUCE HEAT

Say how you reduce **HEAT** on the crew and roll your action. Reduce **HEAT** according to the result level:

- **CRITICAL:** Clear five **HEAT**.
- **6:** Clear three **HEAT**.
- **4/5:** Clear two **HEAT**.
- **1-3:** Clear one **HEAT**.

TRAIN

Mark 1 xp (in an **ATTRIBUTE**, your **playbook**, or your **STRESS track**). Add **+1 xp** if you have the appropriate crew **upgrade**. *You may train a given xp track once per downtime.*

VICE

Visit your **VICE** purveyor to relieve **STRESS**. Roll dice equal to your **LOWEST ATTRIBUTE**. Clear **STRESS** equal to your highest die result. If you clear more **STRESS levels** than you had marked, you ***overindulge*** (see below). *If you do not or cannot indulge your* **VICE** *during downtime, you take* **STRESS** *equal to your* **TRAUMA**.

INSTALL CYBERNETICS

Visit a street-doc to install additional **cybernetics** on your person. Each cybernetic costs **5 JOULES** and **1 STRESS** multiplied by the number of additional **cybernetics** (your second additional **cybernetic** costs **10 JOULES** and **2 STRESS**). Mark the **ability rating** reserved for **cybernetics** (far left column) that reflects what you have installed (limit of **1** per **ability rating**).

OVERINDULGE.
You make a bad call because of your vice—in acquiring it or while under its influence. What did yo do? Choose one:

- **ATTRACT TROUBLE:** Select or roll an additional **entanglement.**
- **BRAG** bout your exploits. **+2 HEAT.**
- **LOST:** Play a different character until this one returns from their bender.
- **TAPPED:** Your current purveyor cuts you off. Find a new source for your vice.

ENTANGLEMENTS

After **payoff** and **HEAT** are determined, the GM generates an **entanglement** for the crew using the lists below. Find the column that matches the crew's current **HEAT** level. Then roll a number of dice equal to their **WANTED LEVEL**, and use the result of the roll to select which sort of entanglement manifests. *If* **WANTED LEVEL** *is zero, roll two dice and keep the lowest result.*

Entanglements manifest before the PCs have a chance to avoid them. When an **entanglement** comes into play, the GM describes what the situation looks like. The PCs then deal with the **entanglement** from that point—they can't intercept or defuse it before it happens.

Entanglements abstract the background complexities of the PCs' lives to generate trouble for them. **Entanglements** are the cost of doing business in the underworld—a good crew learns to roll with the punches and pick their battles.

HEAT 0-3	
1-3	Gang Trouble or The Usual Suspects
4/5	Rivals or Sabotage
6	Cooperation

HEAT 4/5	
1-3	Community Trouble or Questioning
4/5	Reprisals or Deal
6	Show of Force

HEAT 6+	
1-3	Flipped or Interrogation
4/5	The Past Comes Calling or Show of Force
6	Arrest

ARREST

An Auditor presents evidence to the Corporate Council to begin prosecuting of the crew. The Council sends Sentinels to arrest you (a gang at least equal in scale to your wanted level). Pay them off with **JOULES** equal to your **WANTED LEVEL** **+3**, hand someone over for arrest (this clears your **HEAT**), or try to evade capture.

COOPERATION

A **•3 status faction** asks you for a favor. Agree to do it, or forfeit **1 REP** per **TIER** of the friendly faction, or lose **1 status** with them. If you don't have a **+3 faction status**, you avoid entanglements right now.

COMMUNITY TROUBLE

A Glitch heard whispers of the scores you've pulled off and tracked you down (create a new faction for the crew if needed). They propose a score linked to problems in the Green Zone. Help them out and receive **+3 status** with them after the score or take **-2 REP**.

DEAL

A liaison or outsourcer for a Corporation proposes an extremely lucrative score. They'll pay double the normal amount for the score—but any **HEAT** you take in **payoff** instead drops your **REP**, doubled! Glitches don't like working with sellouts. If the players don't do it, the GM starts a clock regarding the next steps this agent might take in the future.

FLIPPED

One of the PCs' rivals arranges for one of the crew's contacts, patrons, clients, or a group of customers to switch allegiances due to the **HEAT** on the PCs. They're loyal to another faction now.

GANG TROUBLE

One of the PCs' gangs (or other **COHORTS**) causes trouble due to their Flaw(s). The PCs can lose face (forfeit **REP** equal to your **TIER** **•1**), make an example of one of the gang members, or face reprisals from the wronged party.

INTERROGATION

The Sentinels round up one of the PCs to question them about the crew's crimes. How did they manage to capture you? Either pay them off with **3 JOULES**, or they beat up the PC (level **2 harm**) and the PC tells them what they want to know (**•3 HEAT**). The PC can **resist** each of those **consequences** separately.

QUESTIONING

Sentinels grab an NPC member of the crew or one of the crew's contacts to question them about the crew's crimes. Who do they think is most vulnerable? Make a **fortune roll** to see how much they talk (**1-3**: **•2 HEAT**, **4/5**: **•1 HEAT**), or pay **2 JOULES** to make it go away.

REPRISALS

An enemy faction makes a move against you (or a friend, contact, or **vice** purveyor). Pay them (**1 REP** and **1 JOULE**) per **TIER** of the enemy as an apology, allow them to mess with you or yours, or fight back and show them who's boss.

RIVALS

A neutral faction throws their weight around. They threaten you, a friend, a contact, or one of your **vice** purveyors. Pay them (**1 REP** or **1 JOULE**) per **TIER** of the rival, or stand up to them and lose **1 status** with them.

SHOW OF FORCE

A faction with whom you have a negative status makes a play against your holdings. Give them **1 claim** or go to **war** (drop to **-3 status**). If you have no claims, **lose 1 hold** instead.

THE PAST COMES CALLING

A complication from a PC's **root** or **background** is dredged up. A Tracer discovers evidence of a Tipper (start a clock as their investigation progresses); a Sentinel or Auditor "taxes" any refugees **1 JOULE** each, pay or deal with them another way; a connection is drawn between Auditors or Sentinels and a crew member, increasing the **WANTED LEVEL** by **1**.

THE USUAL SUSPECTS

The Sentinels grab someone in the crew's periphery. One player volunteers a friend or **vice** purveyor as the person most likely to be taken. Make a **fortune roll** to find out if they resist questioning (**1-3: •2 HEAT, 4/5: level 2 harm**), or pay them off with **1 JOULE**.

OUTSIDE OF SHELTER 1

No one is truly outside of the reach of corporations, even when ranging outside of the walls of Shelter 1. **Entanglements** involving Sentinels, Auditors, and Tracers still apply outside. Most factions have allies or enemies in Shelter 1. While Safety does not have the same resources it might within the Shelter, its presence exists outside of it.

GM GOALS

Play to find out what happens.
Relay an honest fiction.
Make The Reach a living, breathing thing.

GM PRINCIPLES

Be a fan of the PCs.
Start and end with the fiction.
Highlight and explore cyberpunk and climate fiction through play.
Make stratification of class and climate change pervasive.
Address the characters.
Address the players.
Consider the risk.
Hold on lightly.

GM ACTIONS

When things are getting started:

- **What's your goal?**
- **What plan did you make?** (and what's the detail?)

And when things are underway:

- **How do you do that?** (which action do you use?)
- **What's your goal?** (what's the effect?)

Ask questions.
Provide opportunities and follow the players lead.
Cut to the action.
Telegraph trouble before it strikes.
Make them use their stuff.
Initiate action with an NPC.
Tell them the consequences and ask.
Follow through.
Tick a clock.
Offer a Ripple.
Think off-screen.

FIRST NAMES: Aria, Aiden, Mila, Jayden, Zoey, Grabriel, Hector, Skylar, Camila, Muhammad, Hazel, Paisley, Bella, Nora, Jaxon, Mateo, Lincoln, Grayson, Niran, Violet, Lillian, Hudson, Kinsley, Willow, Ariana, Bryson, Xavier, Kai, Delilah, Ezekiel, Micah, Emery, Leilani, Ryker, Aneesah, Arabella, Maddox, Ali, Axel, Harmony, Khloe, Kyrie, Beau, Mayli, Luis, Colt, Virote, Gunner, Zayn, Amiyah, Fatima, Aspen, Winter, Esther, Bodhi, Maximiliano, Comely, Abdul, Ezequiel, Dahlia, Mahat, Samara, Wren, Zaeed, Yashasvi, Oaklynn, Aroon, Chengli, Dae, Hiromi, Peng, Apollo, Oberon, Jax, Cosima, Blythe, Artemis, Orion, Verity, Ursa, Rye, Zelia, Carrew, Lynx, Rui, Dasha, Zyla, Odo, Oceana, Axton, Renzo, Greer, Calix, Etch, House, Kaz, Nadius, Lennox, Quellcrist, Strav, Auna, Genetrix, Ivicci, Lebellum, Mercy, Geo, Pray, Suresh, Oat, Bowen, Agile.

LAST NAMES: Hasanov, Orujov, Bosu, Xu, Ma, Beridze, Ram, Amar, Inoue, Miura, Seo, Shakya, Cortez, Kaya, Phan, Binder, Hasanov, Dupont, Claes. Stoev, Madsen, Tamm, Pavlov, Korhonen, Salo, Nyman, Ravel, Mountain, Martin, Moreau, Laurent, Wobegone, Schmidt, Becker, Giannakos, Kovacs, Demesne, Murphy, Rossi, Gashi, Ozols, Urbonas, Reuter, Falconer, Galea, De Jong, Olsen, Nowak, Silva, Popa, Wafture, Ivanov, Tremblay, Diaz, Perez, Hernandez, Castillo, Hope, Garcia, White, Nguyen, Li, Alvarez, Dias, Soto, Benitez, Tjon, Meaning, Lilt, Offing.

ALIASES: Steel, Stack, Alloy, Enigma, Switch, Null, Vector, Loop, Spark, Tune, Shift, Signal, Heat, Bee, Canvas, Chalk, Impulse, Brash, Cypher, Phase, Mouse, Riddle, Friction, Cinch, Mellow, Route, Prompt, Bank, Cent, Baker, Brass, Crake, Bristol, Angel, fault, Apoc, Tank, Whistler, Akira, Bishop, Bit, Wire, Mirage, Mute, Chime, Flint, Cricket, Amethyst, Indigo, Nova, Teal, Dyce, Zephyr, Echo, Chrome, Hype, Index, Link, Onyx, Proverb, Karma, Mpeg, Hatch, Vid, Titan, Vector, UV, Pitch, Hollow, Noise, Click.

LOOKS

MASCULINE, FEMININE, ANDROGYNOUS, REBELLIOUS, BLASÉ, FLUID, ESOTERIC.

Tall	Giant	Burly
Sharp	Lithe	Portly
Average	Stooped	Ample
Overweight	Slim	Emaciated
Lush	Hulking	Lissome
Skinny	Wiry	Coltish
Lean	Bony	Thin
Angular	Haggard	Smooth
Long	Fit	Short
Willowy	Chiseled	Solid

Cube Pants	*Snood Scarf*
High Waist Pants	*Thick Duster*
Leg Warmers	*Turtleneck*
Skirt	*Rivethead Boots*
Tactical Pants	*Para sole Sneakers*
Napoleon Jacket	*Poncho*
Capris	*Harness Vest*
Low Crotch Pants	*Crush Button Long jacket*
Trench Coat	*Leathers*
Latex	*Utility Cowl*
Playsuit	*Slim Jean*
Collared Shirt	*Bomber Jacket*
Hooded Dress	*Splatter Tunic*
Knit Cap	

CITY DESCRIPTORS

high rises, tight alleys, skyscrapers, gentrification, dilapidated, vertical walkways, flying cars, winding, paths, cycles, reinforced land vehicles, overcrowded streets, artificial food, markets full of vending machines, safety clothing as fashion, commodified nostalgia, arcologies, suspended housing, slums, interactive surfaces, congestion, sun scorched, monolithic, plazas, neon, advertisements, booming.

PURVEYORS OF VICE

- **Massimo Alloy**, the **Sanctuary of the Constellation of Chrome** in a dilapidated observatory.
- **Fulcrum Cassiopea**, the **Temple of Delectation** below the neighborhood with the methane sodium street lights.
- **Azariah Steep**, the **Intersectional Church of the Reverent People**.
- **Faye Attic**, the **Archives of the Collected Particulates**.
- **Livid Reverie**, predicting Acts of God or fallout from them in **Prosperity Hollow**, in the night hours of an art gallery.
- **Cerulean Downs**, illegal spinner and cycle races, found on **hologram boulevard**.
- **Gausmar York**, games of chance, at **Frenetic Luck**.
- **Easy Money**, underground fight pits, the **docks**.
- **Florencia**, owner of **The Black Top**, deviant forms of gambling and drag racing.
- **Thalassic Lust**, the **Fair Weather**, in the penthouse of the highest skyscraper in the Green Zone; a bath house using unconventional means—ultraviolet germicidal irradiation, oil bathes, rooms dedicated to viewing the sun behind glass that protects you, etc.
- **Ottoline**, consultant at **Vein**, custom tailoring and fashion.
- **Tansy**, modder and designer at **Vitruvian Flesh**, word-of-mouth body modifications and cybernetic boutique.
- **Verity**, Chef at **Mauve**, an up-scale eatery and dining experience making use of gene-hacked produce.
- **Dub Wiley**, proprietor of **Glimpse**, located in a dug up, previously collapsed tunnel. Uses 3D, immersive tech to show antiquated films and theatre productions.
- **Hui**, operator of **The Garden**, an exclusive club selling designer drugs.
- **Korben Paine**, the **Anemic Blush**, night club in the shade of the neon overpass.
- **Tea**, proprietor of **Ecstatic**, where anyone will find their curated pleasure; the door is masked by a shifting fuchsia hologram.
- **Doutzen**, bartender at **No Vacancy**, a Glitch bar with gilded doors that only part for those with hacked nanites.
- **Bram**, dealer at **Motley Fall**, where they test designer, pleasure enhancing drugs.
- **Qala**, artist and designer of **Taffy Yellow**, an extravagant guided tour through a dilapidated building filled with images and colors designed to provoke pleasure.
- **Renata**, owner of **Subterranean Rage**, an underground club known for highlighting artists who have modded their bodies into musical instruments.
- **Zephyr**, guide at **Conductive Link**, a seedy pleasure house at the end of a winding pathway of maintenance tunnels, the entrance of which below dripping neon graffiti.
- **Habitual Standard**, owner of **Random Access Memory**, filled with technology which projects the memories of others onto screens for the pleasure of strangers.
- **Massimiliano**, designer at **React**, a body modification place known for artistic and subversive mods that provoke a reaction found behind in a prefab room hanging below an area of the docks.
- **Pastor Onyx** of the **Higher Path**, a church dedicated to the worship of Acts of God.
- **Wikus**, host of **Dead Channel**, a new vice den featuring the designer drug "Dream," which facilitates a consensual hallucination shared by those who share the drug.
- **Suki**, host at **Abbreviated Grief**, found by navigating to the lowest point in all of Shelter 1. Some people recorded themselves in order to leave behind an interactive simulacrum. Here, you speak to the dead.

FLASHBACK STRESS COSTS

0 STRESS for a normal action for which you had easy opportunity.

1 STRESS for a complex action or unlikely opportunity.

2+ STRESS for an elaborate action which involved several special opportunities or contingencies.

INSIGHT	PROWESS	RESOLVE
Trace	Finesse	Hack
Study	Ghost	Control
Survey	Combat	Network
Modify	Wreck	Sway

CONSEQUENCES

Complication (Tick a clock, 1-3 segments. Or a new **obstacle** or **threat** appears.)

You have **reduced effect**.

You suffer **harm** (1-3).

You **lose your opportunity**.

You end up in a **worse position**.

EFFECT

How does the effect manifest?

If there's a clock for your obstacle, tick segments equal to the effect level.

1. **LIMITED:** *How is the effect diminished? What significant obstacle remains?*
2. **STANDARD:** *How does the expected effect manifest? What's left to do, if anything?*
3. **GREAT:** *How is the effect increased? What extra benefit manifests?*

EFFECT FACTORS

- \- QUALITY / TIER +
- \- SCALE +
- \- POTENCY +

FORTUNE ROLL

1d for each **TRAIT** rating.

+1d for a **MAJOR ADVANTAGE.**

-1d for a **MAJOR DRAWBACK.**

CRITICAL: Exceptional outcome / Great effect.

6: Good outcome / Standard effect.

4/5: Mixed outcome / Limited effect.

SCORES:

Roll a handful of dice and use the results as you please to help guide your choices from the lists.

CLIENT / TARGET

CIVILIAN

1	Retailer or Educator
2	Laborer or Vendor
3	Porter or Canary
4	Mechanic or Technician
5	Street-doc or Scientist
6	Artist or Antiquarian

CRIMINAL

1	Boosters or Monitors
2	Fixer or Gambler
3	Spook or Informant
4	Spy or Informant
5	Rooks or Rovers
6	Drug Dealer or Supplier

POLITICAL

1	Foundation or Tipper (Root)
2	Auditor or Sentinel
3	Forged Community or Refugee
4	Gene-hacker or Cryptographer
5	Corp Consultant or Spokesperson
6	Proxy or Executive

ESOTERIC

1	(Limited) Artificial Intelligence
2	Nostalgist or Geoengineer
3	Transhumanist or Cyberneticist
4	Drone Pilot or Dipper
5	Phisher or Slinger
6	Quirk or AoG Academic (Background)

WORK

ESPIONAGE

1	Trace or Observe
2	Subvert or Disable
3	Extract or Plant
4	Drug or Stage
5	Rob or Hijack
6	Impersonate or Misdirect

VIOLENCE

1	Assassinate
2	Emancipate or Ransom
3	Intimidate or Blackmail
4	Wreck or Vandalize
5	Assault or Protect
6	Steal or Coerce

UNDERWORLD

1	Secure or Infiltrate
2	Smuggle or Transport
3	Blackmail or Compel
4	Dupe or Recruit
5	Trace or Conceal
6	Mediate or Menace

OTHER

1	Pollute or Repair
2	Publish or Suppress
3	Capture or Discover
4	Adapt or Integrate
5	Activate or Disable
6	Hack or Infect

TWIST OR COMPLICATION

1	An aspect of the score is connected to a Spook
2	The job was orchestrated by a corporation
3	It involves going to a Forged Community
4	This score puts heat onto an ally
5	The score directly or indirectly hurts the environment
6	Someone involved is a Tipper being hunted by a Tracer
1	The location is always changing/moving/ mobilizing
2	The area is locked down because of a riot
3	The score is on another faction/gang's turf
4	The exit time frame is extremely small
5	The score becomes a trap laid by an enemy
6	The score is located in an uninhabitable area
1	An A.I is secretly manipulating events
2	The score coincides with an Act of God
3	A corrupt Sentinel or Auditor has an active stake in the outcome
4	The score compromises the ideals or beliefs of the crew
5	The payoff would be in hard to move merchandise
6	The location is a front for a gang/faction

CONNECTED TO A PERSON...

1	**PC**	Friend
2	**PC**	Rival
3	**PC**	Vice purveyor
4	**PC**	Root
5	**Crew**	Contact
6	**Faction**	Notable NPC

...AND FACTIONS

11	Applied Reason	41	Phishers
12	Auditors	42	Porters
13	Carrion	43	The Red Leaves
14	Coil	44	Reform
15	Constructed Chaos	45	Safety
16	The Corporate Council	46	Scrappers
21	Croci Stigma	51	Sentinels
22	Cryptographers	52	Slingers
23	Exhaust	53	The SneakerNet
24	The Flickers	54	The Split Peas
25	Information	55	Straylight
26	Interrupt	56	Tracers
31	Lazarus	61	Ultraviolet
32	Manufactured Life	62	Watt Snatchers
33	The Mirrored	63	Burnns & Trapp
34	New Dawn	64	Children of Water
35	Nightingale	65	Sourcers
36	Nourish	66	The Loom or Oaza

Acts of God

	1	2	3	4	5	6
1-3	Sinkholes	Sandstorm	Torrential Rain	Volcanic Eruption	Blizzards	Limnic Eruption
4/5	Avalanches	Thunderstorm	Hurricane Winds	Hail	Scorching Winds	Drought
6	Landslide	Tornado	Cyclonic Storm	Blistering Air	Solar Flare	Flooding

Area / Scale

0	1	2	3	4	5	6
A closet	A small room	A large room	Several rooms	A small building	A large building	A city block
1 or 2 people	A small gang (3-6)	A medium gang (12)	A large gang (20)	A huge gang (40)	A massive gang (80)	A colossal gang (160)

Duration / Range

0	1	2	3	4	5	6
A few moments	A few minutes	An hour	A few hours	A day	Several days	A week
Within reach	A dozen paces	A stone's throw	Down the road	Several blocks away	Across the community	Across the city

Tier & Quality / Force

0	1	2	3	4	5	6
Poor	Adequate	Good	Excellent	Superior	Impeccable	Legendary
Weak	Moderate	Strong	Serious	Powerful	Overwhelming	Devastating

Quality Examples

6	*A large structure, large ship, rare, fresh glacial water, a powerful Act of God*
5	*A large building, small ship, custom-tailored clothing, photovoltaic tech*
4	*A luxury vehicle, townhouse, typical Act of God or basic clean energy tech (solar panels)*
3	*A spinner, boat, military rifle, fashionable clothing, small home*
2	*A manufactured pistol, respectable clothing, private rented room, low-quality water*
1	*A fighting blade, ordinary clothing, shared apartment, cheap food or drugs*
0	*A rusty knife, printed clothing, prefab shack hanging from a building, a disposable pistol*

Force Examples

6	*Hurricane wind, molten lava, tidal wave, electrical maelstrom*
5	*Beyond military grade (perhaps even experimental), raging thunder-storm, massive fire, lightning strike*
4	*Military grade, being hit by a moving vehicle at speed, a grenade, a tornado*
3	*A crushing blow, staggering wind, the acceleration of an airships' engines*
2	*A powerful blow, howling wind, the shock from a live wire, the beam from a Sunjet*
1	*A solid punch, steady wind, portable light source, a minimal electrical shock*
0	*A firm shove, a stiff breeze, small spark*

Drone Magnitudes

	Mobility	Chassis
0	Stationary	Exposed
1	Slow Walk	Covered
2	Wheeled/Treaded/Hover	Plastic
3	Fast & Nimble Legs	Metal
4	Fast Flight	Reinforced
5	Slow Low Orbit Flight	Armored
6	Fast Low Orbit Flight	Secure

STREETS

When you go into a new area, use the following tables as needed by throwing a handful of dice. Draw the area boundaries on the map if necessary—then name it.

COLOR PALETTE

	1	2	3	4	5	6
1-3	Vantablack	Juniper	Amber	Gold	Flaxen	Cobalt
4/5	Velvet	White	Fuchsia	Neon	Ultraviolet	Cyan
6	Punch	Silver	Blush	Fire	Honey	Currant

MOOD

1	Stifled or Loud
2	Vibrant or Dangerous
3	Stagnant or Deserted
4	Empty/ Mysterious
5	Idyllic or Romantic
6	Gloomy or Tense

IMPRESSIONS

	SIGHTS	SOUNDS	SMELLS
1	Billboards, Advertisements	Humming/Throbbing/ Undulating Music	Ozone, Burning chrome/ Plastic
2	Pervasive Dust, Fog, Snow	Feet Hitting Pavement, A Spinner Docking	Pollen, Runoff, Exhaust
3	Holographic, Interactive Displays	Engine Breaking, Cooling Fans Whirring	Acrid/Balmy/Sweet/ Ambrosial Food
4	Heavy Shade, Blinding Light, Twisted Colors	Protests, Whispers, Rainfall	Sap, Body Odor, Blood
5	Packed Streets/Vendors/ Plastered Smart-Paper	Street Foods Cooking, Commercials, Static	Sulfuric Water, Chemicals, Fumes
6	Subversive Graffiti/ Vehicles Overhead	The Siren from an Ambulance, Weapons Discharging	Hickory, Lavender, Yeast, Perfume

PAIRED WITH AN AESTHETIC

	1	2	3	4	5	6
1-2	Geometrical	Urban Modern	Retro-futuristic	Renaissance	Glitch	Hard Concrete
3/4	Mysterious	Mirror-Glass	Brutal	De-Saturated	Cool	Monumental
5	Transparent	Opaque	Chromed	Estranged	Ultra-Modern	Hyper-Articulated
6	Muted	Bleeding Edge	Trash-Chic	Art-Deco	Mono-Chromatic	Noir

RANDOM DETAILS

	1	2	3	4	5	6
1	High Rises	Tight Alleys	Geometrical	Sun Scorched	Vertical Slums	Congested
2	Skyscrapers	Shop Fronts	Vertical Walkways	Dilapidated	Gentrified	Subverted
3	Verticality	Row Housing	Winding Paths	Mechanical	Gilded	Contorted
4	Residential	Entertainment	Plazas	Arcologies	Tunnels	Retro
5	Cycles	Suspended	Riots	Artificial	Street Signs	Pornography
6	Fashion Forward	Monolithic	Conspiratorial	Dangerous	Interactive	Cramped

CONTD.

	1	2	3	4	5	6
1	Prefabricated Buildings	Neon/ Blue/ Pink lights	Solar Panels and Mirrors	Building Tech Reacting to Weather	Riots, Protests, Fortune Tellers	Expensive/ Cheap Tea Houses
2	Drones Projecting Advertisements	Multicultural Architecture	Photovoltaic Paint	Sheltered, Transparent Green Spaces	Spinners Hanging From Buildings	Obscured Entrances/ Maintenance Doors
3	Buckling Structural Supports	Sentinels Patrolling	Congested Streets/ Dense Populations	Walls Of Vending Machines	Street Vendors, Banned Tech	Monolithic Architecture
4	Gang Markings/ Graffiti	Vertical Walkways (up and down)	Data/ SneakerNet Runners	Vice Trafficking	Clothing Reacting To Weather	Smart-Paper Covered Surfaces
5	Argon Filled Panes Of Glass	Cables Lines Jutting Out	Wear & Tear/ Erosion Caused by Weather	Prosthetics and Body Mods	Machinery Being Transported	Tanks of Gene-Hacked Animals
6	Monitored Video Pay Phones	Automated Mannequins	Stolen Or Stripped Electronics	Artificial Trees, Flowers, Grass	Subverted Political Messaging	Sunlight Exposure Rating Displays

THEME/AESTHETIC

COLOR PALETTE

	1	2	3	4	5	6
1-3	Vantablack	Juniper	Amber	Gold	Flaxen	Cobalt
4/5	Velvet	White	Fuchsia	Neon	Ultraviolet	Cyan
6	Punch	Silver	Blush	Fire	Honey	Currant

TIED TO THEME

1	Loss of Agency
2	Empowerment
3	New Frontier/ Microworld/ Sub-culture
4	Stratification of Class
5	Transhumanism
6	The Human Condition

DESCRIBED IN TERMS OF...

1	Religion/Faith	Mechanical Systems
2	Biological processes	Excrement/Waste
3	Natural Phenomena	Artistry
4	Animal Names	Human Anatomy
5	Chemical (Processes)	Pop culture
6	Porn	Advertisements

PAIRED WITH AN AESTHETIC

	1	2	3	4	5	6
1-2	Geometrical	Urban Modern	Retro-futuristic	Renaissance	Glitch	Hard Concrete
3/4	Mysterious	Mirror-Glass	Brutal	De-Saturated	Cool	Monumental
5	Transparent	Opaque	Chromed	Estranged	Ultra-Modern	Hyper-Articulated
6	Muted	Bleeding Edge	Trash-Chic	Art-Deco	Mono-Chromatic	Noir

BUILDINGS

EXTERIOR

	1	2	3	4	5	6
MATERIAL	Concrete	Durasteel	Plastic	Wood	Glass	Aerogel
DETAILS	Bendable	Transparent	Printed	Kinetic	Synthetic	Geometric

COMMON

	1	2	3	4	5	6
1	Communal Bath	Transient Housing	Eatery	Gambling Den	News/ Advertisement Repository	Joule Lender
2	Gene-Hacked Emporium	Scrapyards	Bakery	Sheltered Greenspace	Designer Drug Boutique	Bar/ Pub
3	Commune	Nightclub	Vending Machine Market	Traffic/ Pedestrian Stop	Laundromat	Cafe
4	Repair Shop	Arcade	Corp Controlled Museums	Vertical Housing	Salon	Prefabricated Housing Units
5	Corp Satellite Office	Tattooist	Streetwear Storefronts	Underground Parking	Emergency Stations	Recruiting Agencies
6	Ad-Hoc Housing Addition	SneakerNet Front	Corp Museum	Plug-And-Play Gaming Booth	Gallery	Low Grade Water Vendor

RARE

	1	2	3	4	5	6
1	A Crafter Of Fine Arms	3-D Printer	Designer Drug Boutique	Small House	Slinger Warehouse	Natural Food Vendor
2	Exotic Vice Den	Ad Designer	Information Dispenser	Underground Club	Clean Water Distributor	Machinist/ Metalworker
3	Tea House	Underground Intranet Provider	Med Room	Cycle/Spinner Vendor	Scrapper Colony	Ship Storage
4	Fine/ Futuristic Dining	Training Room	Garden	SneakerNet Intermediary	House	Penthouse
5	Upscale Residence	Antiquarian	Chop Shops	Sentinel HQ	Park	Landmark

DETAILS

	1	2	3	4	5	6
1	False Quality	Bunker Chic	Extinct Vegetation	Illuminated Touch-Points	Buzzing Electric Lights	Oppressive/ Restrictive
2	Subverted Art	Living Glass	Metallic Screens	Heavy Curtains, Thick Carpet	Dust, Detritus	Weathered
3	Threadbare, Tattered	Harsh Lines	Vintage Statement	Luxuriant	Hard Concrete	Mementos Of A Past Life
4	Circular Stairs, Ladders	Multiple Entrances	Pragmatic Design	Skylights	Metallic Shine	Coping Mechanism
5	Temperature Regulation	Sentimental Detritus	Bathed In Artificial Light	Vaulted, Spacious	Devoid Of Light	Packaged Food
6	Banned Tech	Retrofitted Electronics	Desaturated Color	Piled Jumble of Curios	Snow Trash Chic	Video Phone Booth

PEOPLE

To generate a number between 11 and 66 (for the table on the facing page), roll a six-sided die twice.

LOOKS

1/2: MASCULINE	3/4: FEMININE	5: ANDROGYNOUS, REBELLIOUS, BLASÉ		6: FLUID, ESOTERIC	
1	2	3	4	5	6
1 Tall	Lean	Stooped	Fit	Lissome	Short
2 Sharp	Angular	Slim	Chiseled	Coltish	Smooth
3 Average	Long	Hulking	Burly	Thin	Compact
4 Overweight	Willowy	Wiry	Portly	Solid	Plain
5 Lush	Giant	Bony	Ample	Built	Stout
6 Skinny	Lithe	Haggard	Emaciated	Muscular	Thick

SKIN TONE

	1	2	3	4	5	6
1/2	Amber	Copper	Ebony	Ecru	Mahogany	Pale
3/4	Bistre	Cream	Brown	Fawn	Sable	Bisque
5	Bronze	Currant	Black	Ginger	Golden	Olive
6	Alabaster	Chalky	Rose	Florid	Tawny	Umber

STYLE

	1	2	3	4	5	6
1/2	Minimalist	Streetwear	Urban Snow Trash	Retrowave	Avant-garde	Techninja
3/4	Militech/Milspec	Urban-sleek	Leathers	Fetish Wear	Goth Ninja	Techwear
5/6	Rave Wear	Cybergoth	Plastik Wrap	Industrial	Clubwear	Army Surplus

Combine items from each list to create an outfit:

Long coat, hoodie with cowl neckline, big hood, vest w/ cowl style collar, suit & tie, tailored jacket, draped jacket, leggings, cropped jacket shrug, harness vest, draped, slim jean, combat pants, jacket/sweater w/ big cowl neckline, hooded dress, drawstring joggers, cut jacket w/lining, crop top, playsuit, cube pants, high waist trousers, leg warmers, skirt, tactical pants, arm warmers, cargo pants, Napoleon jacket, capris, low crotch pants, trench coat, latex, bodysuit, kimono jacket, accented shawl, corset, drysuit, bomber jacket, loose silks, collared shirt, suspenders, short cloak, knit cap, hood & veil, thick duster, long scarf, contrast turtle neck, poncho, hoodie, splatter tunic, shoulder cloak, snood scarf, Cowboy boots, tailored khakis, Dinner jacket, Rivethead boots, pullover, Para sole sneakers, Crash buttoned long jacket, Machine utility cowl.

One piece, (a-line) silhouette, stretch panels, carbon fiber, treated, distressed, body contour, mid-length, subtle detailing, straps, vinyl, funnel neck, cowl neckline, unisex, oversized, light-up, animated, high neck, striped, asymmetric, thick-roped, underground, thumb-hole sleeves, faux leather detailing, layered & draped, hip-piece, waist belt w/snap closure, webbing strap, stretch panel, bust belt, side stitching, fancy makeup, slim fit, intricate rings, glittering jewelry, t-shades ,rivet cropped hem, mirrorshades, chains, vintage, retro-futuristic, neo 80's, glitched, GIF nail polish, meshed, plastic, acrylic, Ballistic nylon, Circuit-print, UV, Variant harness.

ASSORTED OUTFIT PIECES

11	long coat	bomber jacket	layered & draped
12	hoodie with cowl neckline	loose silks	hip-piece
13	big hood	collared shirt	waist belt w/snap closure
14	vest w/ cowl style collar	suspenders	webbing strap
15	suit & tie	short cloak	stretch panel
16	slim fit	knit cap	bust belt
21	tailored jacket	hood & veil	side stitching
22	draped jacket	thick duster	fancy makeup
23	leggings	long scarf	intricate rings
24	cropped jacket shrug	hoodie	glittering jewelry
25	harness vest	poncho	tea-shades
26	draped	splatter tunic	rivet cropped hem
31	slim jean	One piece	mirrorshades
32	combat pants	(a-line) silhouette	chains
33	jacket/sweater w/ big cowl neckline	stretch panels	vintage
34	hooded dress	carbon fiber	shoulder cloak
35	drawstring joggers	treated	snood scarf
36	cut jacket w/lining	distressed	retro-futuristic
41	crop top	body contour	neo 80's
42	playsuit	mid-length	glitched
43	cube pants	Subtle detailing	GIF nail polish
44	high waist trousers	straps	cowboy boots
45	leg warmers	vinyl	meshed
46	skirt	funnel neck	tailored khakis
51	tactical pants	cowl neckline	dinner jacket
52	arm warmers	unisex	plastic
53	cargo pants	oversized	acrylic
54	capris	light-up	Ballistic nylon
55	low crotch pants	animated	Rivethead boots
56	trench coat	high neck	Circuit-print
61	latex	striped	pullover
62	bodysuit	asymmetric	UV
63	kimono jacket	thumb-hole sleeves	Para sole sneakers
64	accented shawl	thick-roped	Crash buttoned long jacket
65	corset	underground	Variant harness
66	drysuit	faux leather detailing	Machine utility cowl

COLORS

11	silver coin
12	phosphor green
13	gunmetal gray
14	black and white
15	australien orange
16	bastard amber
21	drake's-neck green
22	drunk tank pink
23	deep rust falu
24	flame-of-burnt-brandy
25	incarnadine red
26	lusty gallant pink
31	nattier blue
32	blue green verditer
33	cerulean
34	fuchsia pink
35	vantablack
36	jaffa orange
41	magenta haze
42	baroque rose
43	superviolet (ultraviolet & infrared)
44	actinic (vision damaging ultraviolet)
45	brown-yellow fulvous
46	ultra-indigo
51	red-purple love
52	black-purple frost
53	purple-red-white dusk
54	bruised skin thistle
55	graphite flint
56	sharp green chartreuse
61	yellow maize
62	permission red
63	argent silver
64	rainbow gradient
65	uber green viridescent
66	blue zaffre

ROOT

1:	2:	3:	4:	5:	6:
TIPPER	GRASSHOPPER	DRAGONFLY	FORGED	FOUNDATION	ROLL AGAIN

GOALS

	1	2	3	4	5	6
1-3	Safety	Autonomy	Experience	Reputation	Help	Redemption
4/5	Retribution	Devotion	Anarchy	Hope	Reconciliation	Consume
6	Entertainment	Dominance	Revolution	Death	Protection	Reprieve

PREFERRED METHODS

	1	2	3	4	5	6
1-3	Subterfuge	Intimidation	Spying	Solidarity	Deception	Perseverance
4/5	Brute Force	Extortion	Intimacy	Disruption	Violence	Collaboration
6	Scheming	Politicking	Deliberation	Imploring	Pleading	Backstabbing

COMMON PROFESSIONS

	1	2	3	4	5	6
1	Enforcer	(Unlicensed) Pharmacist	Vertical Farmer	Holograph Designer	Botanist	Sales Clerk/ Retailer
2	Guard	Clothing Designer	Slide	Recruiter	Custodian	Mercenary
3	Driver	Maintenance Technician	Scam Artist	Outsourcer	Tattooist	Nostolgist
4	Electrician	Canary	(Corp) Proxy	Mechanic	Influencer	Drug Dealer
5	Welder	Porter	Laborer	Stylist	Content Creator	Interpreter/ Translator
6	Vendor	3D Printer Engineer	Alternate Energy Tech	Sex-Worker	Courier	Analyst

COMMON PROFESSIONS

	1	2	3	4	5	6
1	Freelancer	Extinction Revivalist	Artist	Spook/ Spy	Seed Banker	Marketing Specialist
2	Fixer	Roboticist	Tracer	Biotechnology Scientist	Skilled Labor	Computer Engineer
3	Data Tattooist	Cyberneticist	Weather Watcher	Vice Purveyor	Carbon Accountant	Programmer/ Coder
4	Musician	Geoengineer	AR Architect	Waste Systems Engineer	Academic/ Scholar	Excess Capacity Broker
5	Entrepreneur	Educator	Data Broker	Communications Specialist	Auditor	Medical Professional
6	Sentinel	Drone Pilot	Cryptologist	Strategist	Tech Support	Privacy Consultant

FIRST NAMES

Aria, Aiden, Mila, Jayden, Zoey, Grabriel, Hector, Skylar, Camila, Muhammad, Hazel, Paisley, Bella, Nora, Jaxon, Mateo, Lincoln, Grayson, Niran, Violet, Lillian, Hudson, Kinsley, Willow, Ariana, Bryson, Xavier, Kai, Delilah, Ezekiel, Micah, Emery, Leilani, Ryker, Aneesah, Arabella, Maddox, Ali, Axel, Harmony, Khloe, Kyrie, Beau, Mayli, Luis, Colt, Virote, Gunner, Zayn, Amiyah, Fatima, Aspen, Winter, Esther, Bodhi, Maximiliano, Comely, Abdul, Ezequiel, Dahlia, Mahat, Samara, Wren, Zaeed, Yashasvi, Oaklynn, Aroon, Chengli, Dae, Hiromi, Peng, Apollo, Oberon, Jax, Cosima, Blythe, Artemis, Orion, Verity, Ursa, Rye, Zelia, Carrew, Lynx, Rui, Dasha, Zyla, Odo, Oceana, Axton, Renzo, Greer, Calix, Etch, House, Kaz, Nadius, Lennox, Quellcrist, Strav, Auna, Genetrix, Ivicci, Lebellum, Mercy, Geo, Pray, Suresh, Oat, Bowen, Agile.

LAST NAMES

Hasanov, Orujov, Bosu, Xu, Ma, Beridze, Ram, Amar, Inoue, Miura, Seo, Shakya, Cortez, Kaya, Phan, Binder, Hasanov, Dupont, Claes. Stoev, Madsen, Tamm, Pavlov, Korhonen, Salo, Nyman, Ravel, Mountain, Martin, Moreau, Laurent, Wobegone, Schmidt, Becker, Giannakos, Kovacs, Demesne, Murphy, Rossi, Gashi, Ozols, Urbonas, Reuter, Falconer, Galea, De Jong, Olsen, Nowak, Silva, Popa, Wafture, Ivanov, Tremblay, Diaz, Perez, Hernandez, Castillo, Hope, Garcia, White, Nguyen, Li, Alvarez, Dias, Soto, Benitez, Tjon, Meaning, Lilt, Offing.

ALIASES

Steel, Stack, Alloy, Enigma, Switch, Null, Vector, Loop, Spark, Tune, Shift, Signal, Heat, Bee, Canvas, Chalk, Impulse, Brash, Cypher, Phase, Mouse, Riddle, Friction, Cinch, Mellow, Route, Prompt, Bank, Cent, Baker, Brass, Crake, Bristol, Angel, fault, Apoc, Tank, Whistler, Akira, Bishop, Bit, Wire, Mirage, Mute, Chime, Flint, Cricket, Amethyst, Indigo, Nova, Teal, Dyce, Zephyr, Echo, Chrome, Hype, Index, Link, Onyx, Proverb, Karma, Mpeg, Hatch, Vid, Titan, Vector, UV, Pitch, Hollow, Noise, Click.

PEOPLE: CYBERNETICS

Examples to draw inspiration for body modification or cybernetics from (mechanically or otherwise):

COSMETIC/SELF EXPRESSION MODS/CYBERNETICS

1-3: NONE	4/5: ROLL ONCE	6: ROLL TWICE

	1	2	3	4	5	6
1/2	Tele-Optic Vision	Cyber Limb	Subdermal Pocket	Adrenal Pump	Synaptic Booster	Targeting System
3/4	Data Jack/ Plug	Tool/ Modular hand	Cyber Limb	Hidden Weapon	Smartlink Interface	Bone Enhancement
5/6	Telescopic Vision	Voice Synthesizer	Amplified Hearing	Grafted Muscle	Adaptive Dermis	Polymerized Brain

11	Bioluminescent Tattoo
12	Eye Camera
13	Bio magnets
14	Eye contacts that change color
15	Enhanced skin sensitivity
16	LED/Artificial hair
21	Olfaction boost
22	Nasal filters
23	Vocal modulator
24	Dermal mirrorshades/glades
25	Subdermal Animated GIFs
26	Tattooed irises and whites
31	Mood color changing skin
32	Transparent skin
33	Chromed skin
34	Animated nail art
35	Phosphor tattoo
36	Data tattoo
41	Forked tongue
42	Subdermal LED
43	Subdermal timepiece
44	RFID chip
45	Subdermal implant
46	Neck ring
51	Teeth blackening
52	Surface piercing
53	Stretched piercing
54	Scarification
55	Corset piercing
56	Microdermal implant
61	Transdermal implant
62	Under eye tattoo
63	Tooth filing
64	Full body tattoo
65	Body art cheek hole
66	Henna

HACK THE PLANET **CREW SHEET**

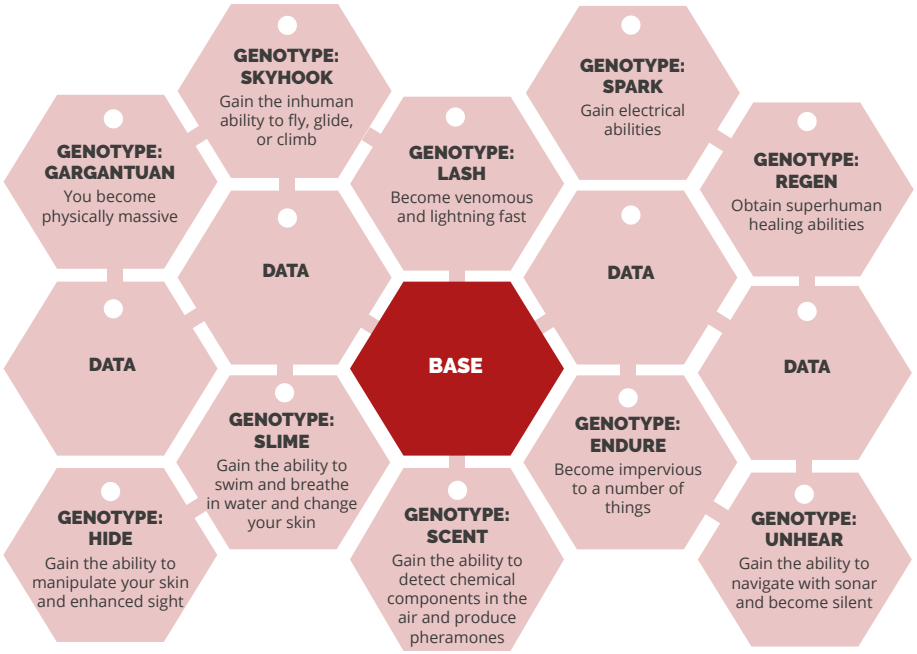
NAME

REPUTATION

BASE

REP DATA

HOLD WEAK STRONG TIER



HEAT WANTED

JOULES VAULTS

Upon crew advance, each PC gets stash = Tier + 2

RANGERS

MILITARY SCIENTISTS COLLECTING GENES

SPECIAL ABILITIES

Gene Harvesters: You are armed with the technology required to extract **Muteria** from organisms changed by Acts of God. Take **3 stress** to extract one sample of **Muteria** from a captured organism and unlock its **Genotype**.

- **Integrate:** Any member of the crew may use a **Modify action** to spend a **Muteria** adding an unlocked **Genotype** to an organism. The patient risks gaining the special **trauma**: *Tumorous*.
- **Gene Market:** You have a buyer who will give you **Joules** for **Muteria**.
- **Injectors:** Crew members can spend a **Muteria** to gain any unlocked **Genotype** for a single **score**.
- **Elite Training:** Each PC may add **+1 Action Rating** to **Survey**, **Combat**, or **Control** (up to a max rating of 3).
- **Feel Good Gains:** Each member of your crew gains an **additional Vice**: *Personal Growth*. When you gain new **Genotypes** or **cybernetics**, you count as having **indulged** this **vice** without risk of **overindulgence**.
- **Farming:** After a **Muteria** has been extracted from an organism, **long- term projects** may extract additional **Muteria** from the same organism.
- **Tactical:** When you set out on an Assault, Capture, or Transport operation, **armor** doesn't count toward your **load** and you take **+1d** to the **engagement roll**.
- ● ● ● **Veteran:** Choose a special ability from another crew.

CREW XP

At the end of each session, for each item below, mark XP (in your playbook or attribute) or mark 2 XP if it occurred multiple times.

- » *Obtain a new biological specimen. (Instead of claims, you have Research into different genotypes. Instead of turf, you have Data on those genotypes published to the pirate 'net.)*
- » *Contend with challenges above your station*
- » *Bolster your crew's reputation or develop a new one*
- » *Express the goals, drives, inner conflict, or essential nature of the crew*

CONTACTS

- Blais, a gun runner
- Carrio, a street doc
- Zhong, an hunter
- Keel, an officer
- Shara, biologist
- Aksis, ran Intel broker

CREW UPGRADES

- ■ Rangers Rigging (2 free load of tools or specialized tech)
- ■ Organism Storage (Secure storage of all organisms)
- ■ Elite Runners
- ■ Elite Boosters
- ■■■ Resilient (+1 trauma box)

HUNTING GROUNDS: CAPTURE - SAMPLE - ELIMINATE - TRANSPORT

COHORT GANG EXPERT

COHORT GANG EXPERT

COHORT GANG EXPERT

COHORT GANG EXPERT
WEAK IMPAIRED BROKEN ARMOR

Base
- □□ Spinner
- □□ Ship
- □ Hidden
- □ Quarters
- □□ Secure
- □□ Vault
- ■ Workshop

Quality
- □ Gear
- □ Spec Tech
- □ Supplies
- □ Tools
- □ Weapons

Training
- ■ Insight
- □ Prowess
- □ Resolve
- □ Personal
- □□□□ Mastery

Cohorts
Upgrade costs
New cohort: 2
Add type: 2

HACK THE PLANET **CREW SHEET**

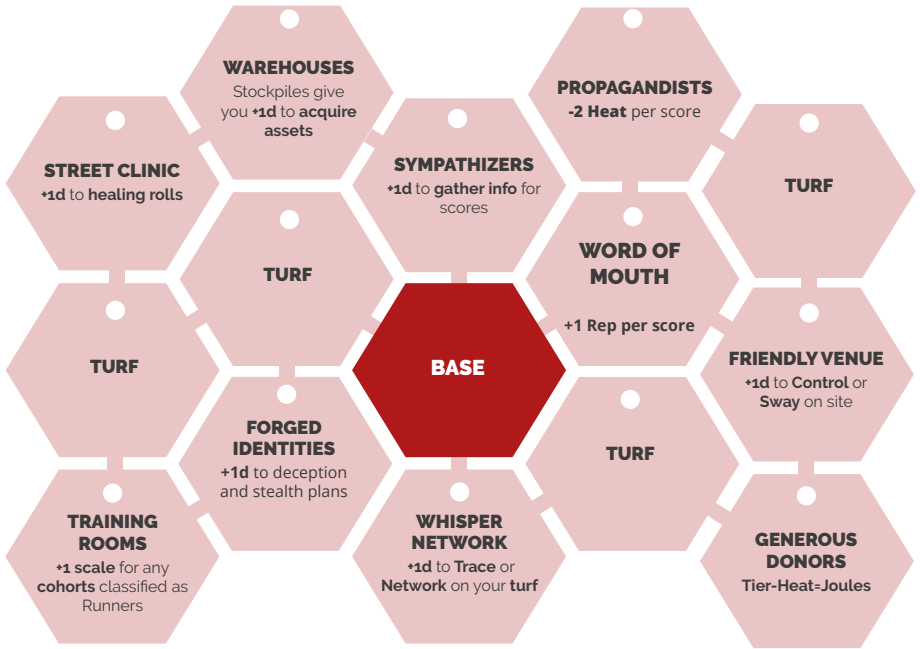
NAME

REPUTATION

BASE

REP TURF

HOLD WEAK STRONG TIER



HEAT WANTED

JOULES VAULTS

Upon crew advance, each PC gets stash = Tier + 2

SAPPERS

REVOLUTIONARIES AND WRECKERS

SPECIAL ABILITIES

The Coming Storm: With technical savvy, misdirection, and perfect timing you know how to make your enemies vulnerable to Acts of God. Take **3 stress** to make an Act of God another **faction's** problem after you have surmounted it as an obstacle. Mark the Act of God as an **asset** that you can use for your next **score**.

- **Cunning:** Each PC may add **+1 action rating** to **Modify**, **Network** or **Wreck** (up to a max rating of 3).
- **Syndrome:** When you successfully execute a kidnapping, you may choose to start a **long-term project** to convert the hostage to your cause. When you roll to advance this clock, take **+1d**.
- **Big Ba-Da-Boom:** When you use sabotage or explosives to disrupt a **faction**, gain **+1d** to the **engagement roll**.
- **True Believers:** All of your **cohorts** gain the *Dedicated* **edge**. If they already have *Dedicated*, they get another **edge** of your choice.
- **Proxy Warfare:** Choose a friendly **Tier 4 faction** as your clandestine patron. Take **+1 Status** with them whenever you succeed in a **score** against another **Tier 4** or **5 faction**. Take **-1 Status** with your patron **faction** to immediately gain an **asset** with a **quality** of your **Tier+1**. Take another **-1 Status** to increase the **quality** by an additional **+1**.
- **Propaganda Offensive:** You know how to get people on side and swap large populations. The **effect** of your first **2 turf claims** is **doubled**.
- **Domino Theory:** Gain **+1d** on **engagement rolls** when attempting to **reduce** a **faction's hold**. When you successfully **reduce** the **hold** of another **faction**, their **allied factions** also take **reduced hold**.
- ● ● **Veteran:** Choose a special ability from another crew.

CREW XP

At the end of each session, for each item below, mark XP (in your playbook or attribute) or mark 2 XP if it occurred multiple times.

- » *Execute a successful propaganda, sabotage, tactical strike, or agitation operation*
- » *Contend with challenges above your station*
- » *Advance your cause or intervene to stop oppression*
- » *Express the goals, drives, inner conflict, or essential nature of the crew*

CONTACTS

- Xinwei, a double-agent
- Baz, a bartender
- Vinicious, an auditor
- Demogorgon, a hacker
- Lady, an activist
- Calista, a performer
- Virgil, a supplier

CREW UPGRADES

- Sappers Rigging (2 free load of tools or weapons)
- Elite Monitors
- Elite Runners
- Elite Boosters
- Driven (+1 trauma box)

HUNTING GROUNDS: PROPAGANDA - SABOTAGE - TACTICAL STRIKE - AGITATION

COHORT GANG EXPERT

COHORT GANG EXPERT

COHORT GANG EXPERT

COHORT GANG EXPERT
WEAK IMPAIRED BROKEN ARMOR

Base
- ☐☐ Spinner
- ☐☐ Ship
- ■ Hidden
- ☐ Quarters
- ■☐ Secure
- ☐☐ Vault
- ☐ Workshop

Quality
- ☐ Gear
- ☐ Spec Tech
- ☐ Supplies
- ☐ Tools
- ☐ Weapons

Training
- ☐ Insight
- ☐ Prowess
- ☐ Resolve
- ☐ Personal
- ☐☐☐☐ Mastery

Cohorts
Upgrade costs
New cohort: 2
Add type: 2

HACK THE PLANET **CREW SHEET**

NAME

REPUTATION

BASE

REP TURF

HOLD WEAK STRONG TIER

HEAT WANTED

JOULES VAULTS

Upon crew advance, each PC gets stash = Tier + 2

STORM SPEAKERS

A COVEN OF STORM WITCHES

SPECIAL ABILITIES

Storm Speak: You have devised a method of predicting the Acts of God by embedding all kinds of sensory tech in your bodies. Take **3 stress** to use this specialized method to locate a nearby Act of God.

- **Sigils:** You find other worshippers of the storms from sigils invisible to all but your modified vision. When you locate a storm worshiper **faction** (perhaps in the *Tidelands*), your sigils give you **+3 status** with the **faction**. You may count the *Tidelands* as **turf**, so long as your **status** does not **lower**.
- **Upload:** You may temporarily upload your mind into a storm's network with other Storm Speakers for synchronization. When you perform a **group action** in the storm, you may count multiple **6**s from different rolls as a **critical**.
- **Psychokinesis:** To observers, it looks like the Storm Speakers are moving things with their minds but they actually use magnetic tech embedded in their bodies and advanced physics. When close to a storm, take **+2d** to manipulating objects with this technology.
- **Sensitive:** Your bodies are modded out even further, helping you read living creatures. Additionally, each crew member takes **+1 action rating** to **Control**, **Network**, or **Sway**.
- **Vengeance:** When wronged, you reap your vengeance threefold. Take **+2d** to **combat** rolls related to seeking vengeance.
- **Of The Earth:** With tech that heightens senses, you can seek out shelter in any wild place. Take **+1d** when avoiding detection within familiar wilds (**turf**).
- **Meditate:** You can lead yourself and others through a guided meditation that helps the mind and body **recover**. Take **+1d** to **healing rolls** during **downtime** and **-1 stress** the next time you **push yourself** in an **action roll**.
- ● ● ● **Veteran:** Choose a special ability from another crew.

CREW XP

At the end of each session, for each item below, mark XP (in your playbook or attribute) or mark 2 XP if it occurred multiple times.

- » Foretell the destruction an Act of God will reap upon someone/a group and help to make it happen
- » Exert their superiority above humans who don't understand storms like they do
- » *Contend with challenges above your station*
- » *Express the goals, drives, inner conflict, or essential nature of the crew*

CONTACTS

- Niedi, a biologist
- Dorian, a nun
- Kamala, an sculptor
- Quinn, a nowcaster
- Misha, a patron
- Nadeem, a surgeon

CREW UPGRADES

- ☐ Improved Implants (2 free load of specialized tech)
- ☐ Coven
- ☐ Elite Monitors
- ☐ Elite Rooks
- ☐☐☐ Composed (+1 trauma box)

HUNTING GROUNDS: ACQUISITIONS - FORECAST - CONSECRATION - SACRIFICE

COHORT GANG EXPERT

Cult

COHORT GANG EXPERT

COHORT GANG EXPERT

COHORT GANG EXPERT

WEAK IMPAIRED BROKEN ARMOR

Base
- ☐☐ Spinner
- ☐☐ Ship
- ☐ Hidden
- ☐ Quarters
- ☐☐ Secure
- ☐☐ Vault
- ☐ Workshop

Quality
- ☐ Gear
- ☐ Spec Tech
- ☐ Supplies
- ☐ Tools
- ☐ Weapons

Training
- ■ Insight
- ☐ Prowess
- ☐ Resolve
- ☐ Personal
- ☐☐☐☐ Mastery

Cohorts
Upgrade costs
New cohort: 2
Add type: 2