Fantasy-cyberpunk Forged in the Dari

## **PLAY & ENJOY**

All the materials *required* for play are contained in this document for easy printing as needed. This is, however, not the *complete* game. These sheets will get you by for awhile, but eventually you are going to want the full experience. To get that, you will need the core rulebook (the e-book linked on the right)—it contains all the explanations, examples, and details to get the most out of every word—plus a wealth of GM and player advice, gameplay options, and advanced examples to get your creative juices flowing. Either way you choose to enjoy this product, good luck & have fun!

### CONSORT

This was a total passion project, but then it grew into a full blown game. If you are having half as much fun as I am with this, then **SHARE** my itch.io or Twitter with your friends! Also follow me to see what else I'm developing.

### **INTERFACE**

Report bugs and find your peoples over on the **Discord** servers for *Runners in the Shadows* and *Blades in the Dark* players.

Purchase full e-book @

markcleveland.itch.io/runners-in-the-shadows

#### **Contact:**

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**RitS Discord server invite:** 

https://discord.gg/jk82zb8

by Mark Cleveland Massengale

### **CHARACTER CREATION SUMMARY**

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

**Choose a heritage.** Detail your choice with a note about your family or early life. *For example, "Americas: nomadic Mexican tribespeople."* 

**3** Choose a background. Detail your choice with a note about your specific history prior to this crew. *For example, "Law: ex-security in Panamanian Union."* 

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

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

**6** Choose a close friend and rival. Mark the one who is a close friend, long-time ally, family relation, or lover (use the upward-pointing triangle). Mark one who is a former friend turned rival, enemy, scorned lover, betrayed partner etc. (use the downward-pointing triangle).

**7 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. The GM will help you with the purveyor source if you aren't sure.

**8** Choose IDN status. If you are undocumented (default), leave this blank. Otherwise, mark the box to choose the type of issuer, then detail it with the issuer's name. Also record any additional details in your notes for future reference.

**O** Choose three special items or implants. Select the three special items or implants to which you have access at the start of the game. Outline the boxes and record details on your sheet as appropriate.

**10 Record name(s), look, and languages.** Choose an alias or street name (maybe a real name too), and jot down a few words to describe your look. Examples are provided on the preceding pages. Write your native tongue down first, then any others that make sense for your choice of details.

If you want, take one or two permutations from each side (details on page 43) to further customize your starting build. If you are "experienced" or "prime" runners, you might get more.

#### Some permutation examples..

+1 special item +1 action dot +1 friends are close +2 languages, already known +2 spells, already learned third action dot\* +1 special ability\*

-1 special item -1 action dot +1 friends are rivals +debt to a faction Start with one TRAUMA\* -1 special ability\*

\*: Counts as two.

#### LOADOUT

You have access to all of the **standard items** on your character sheet, and all the special items you chose during character creation. For each operation, decide what your character's **LOAD** will be. During the operation, you may say that your character has an item on hand by checking the box for the item you want to use—up to a number of items equal to your chosen **LOAD**. Your **LOAD** also determines your movement speed and conspicuousness:

• **1-3 LOAD: Light**. You're faster, less conspicuous; you blend in with citizens.

◆ 4/5 LOAD: Normal. You look like you're up to no good.

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 Muscle's **MULE** ability or a dragon's incredible strength) and implants (like the hip **COMPARTMENTS**) 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**.

You don't need to select specific items now. Review your personal items and the standard item descriptions on page 65.

### **COMPILED PLAYBOOK BUILDS**

A compilation of the guidance given in each playbook for when you assign your action dots and special abilities. Use one of these build templates to get started quickly.

### FACE

THE BRAINS. Demand +2, Study +2. Connected.
THE CLOSER. Hustle +1, Interface +2, Study +1. Deal Shark.
THE DISTRACTION. Demand +1, Hustle +1, Scramble +2. Spectacle.
THE GRIFTER. Consort +1, Finesse +2, Hustle +1. A Little Jing on the Side.

### HACKER

COMBAT HACKER. Fight +2, Scramble +2. Virtual Fighter. DEVELOPER. Engineer +2, Study +1, Survey +1. Programmer. SOCIAL ENGINEER. Consort +1, Demand +1, Hustle +2. Meticulous. WATCHDOG. Scramble +1, Stalk +1, Survey +2. Data Analyst.

### MUSCLE

THE BOSS. Demand +1, Scramble +2, Study +1. Militant.
ENFORCER. Scramble +2, Stalk +2. Savage.
THE PROTECTION. Stalk +1, Study +1, Survey +2. Bodyguard.
STREET SAMURAI. Consort +1, Finesse +2, Scramble +1. Street Code.

### PUNK

FIRESTARTER. Demand +2, Fight +1, Hustle +1. Ring Leader.
GETAWAY ARTIST. Finesse +2, Scramble +1, Survey +1. Mobility.
SURPRISE. Hustle +2, Stalk +2. Ambush.
WRECKING BALL. Fight +2, Demand +1, Scramble +1. Saboteur.

### RIGGER

DRONE ENTHUSIAST. Creep +2, Interface +1, Stalk +1. In Control.
FIELD MEDIC. Scramble +2, Study +2. Physician.
MCGUYVER. Scramble +1, Survey +2, Study +1. Jury Rig.
PILOT. Finesse +1, Interface +1, Survey +2. Ace.

### **SNAKE**

THE INFORMANT. Consort +1, Interface +2, Study +1. Takes One to Know One. THE MOLE. Consort +2, Demand +1, Study +1. Trust Me. THE PRETENDER. Finesse +2, Creep +2. Master of Disguise. SMOOTH OPERATOR. Engineer +2, Creep +1, Study +1. Long Con.

### TRIGGER

BOUNTY HUNTER. Creep +2, Scramble +2. Relentless. CYBER-STALKER. Creep +1, Interface +2, Survey +1. Scout. HOOD. Consort +1, Demand +1, Scramble +2. Vigilante. SHARPSHOOTER. Creep +2, Study +1, Scramble +1. Deadeye.

### ADEPT

THE CHAMELEON. Consort +1, Hustle +1, Study +2. Transmorphic.
HULK, SMASH. Creep +1, Fight +2, Scramble +1. Boosted.
PLANAR GUARDIAN. Fight +2, Survey +1, Study +1. Astral Fighter.
WATCHER. Study +2, Survey +2. Adept Senses.

### MAGICIAN

COMBAT MAGE. Fight +2, Scramble +2. Sorcerer. CULT LEADER. Consort +2, Demand +2. Astral Occultist. OCCULT INVESTIGATOR. Hustle +1, Stalk +2, Study +1. Astral Mind. SUMMONER. Demand +1, Study +1, Survey +2. Conjurer.

### **TECHNOMANCER**

THE ANOMALY. Demand +1, Fight +2, Interface +1. Dead Zone.
THE ARCHITECT. Engineer +2, Interface +2. Instancer.
THE GHOST. Creep +2, Stalk +2. Editor.
THE ORACLE. Consort +1, Study +1, Survey +2. Emergent Mind.

### **SUPERNATURAL WAYS, METHODS, & DRAWBACKS**

**Ways** (adept) and **methods** (magician and technomancer) represent an immutable aspect of the supernatural tradition you choose—something core to its practice. Consider what your tradition believes is the source of its power, and *then* make a choice. In any case, most of these **methods** or **ways** are small boons with both positive and negative features. The **drawbacks** are always detrimental though; not all are created equal.

You choose one from the left column (way or method, as appropriate to your chosen playbook), and a number of drawbacks (from the corresponding set thereof) as directed by your choice.

For example, Bartleby is playing Totes, a Magician, so he must choose one arcane method. He chooses shamanic, because his character is from the Caribbean and filled with religious superstition. He also wants to frequently mention "bad mojo" when things go wrong. So he looks over his choices on the right, and thinks reverent makes the most sense. He writes the words "Caribbean shaman, won't mess with bad mojo" to detail his tradition, and marks the boxes for **SHAMANIC** and **REVERENT** on his character playbook sheet before moving on.

#### **ARCANE METHODS**

◆ Hermetic: The manipulation of supernatural energies with practiced routines and science. You may roll to resist supernatural consequences with INTUITION. Also take one drawback.

◆ Shamanic: The guidance of supernatural energies with spiritual reverence and unwavering belief. When you make a deal with spiritual entities, you get +1d. Also take one drawback.

New World: You gain the benefits of one or both methods above, describing what's unique about your interpretation. Choose an equal number of drawbacks as you do methods.

• **Denial:** You completely deny the benefits and trappings of arcane tradition. *To what can you attribute your power: faith, insanity, or some other delusion?* Take zero drawbacks.

#### **ARCANE DRAWBACKS**

• **Bright:** You take +1 **HEAT** the first time you use arcane power on a **run**.

• **Expensive:** Your access to arcane power costs you **1 NUYEN** per **downtime** to keep active.

• **Reverent:** Your beliefs or dogma forbid you from commanding spirits. You may mark **1 edge** to overcome this stricture.

• **Rigorous:** In downtime, you must spend one activity studying and practicing in a lodge (or else mark **1 edge**).

#### EMERGENT METHODS

• **Dissonant:** The control of signals using the spaces between them. You may roll to **resist** supernatural consequences with **Intuition**. Also take one drawback.

♦ Resonant: The control of signals with machine languages you can speak. When you make a deal with an emergent entity, you get +1d. Also take one drawback.

• **Convergent:** You gain the benefits of both methods above. Also take two drawbacks.

• **Denial:** You completely deny the benefits and trappings of emergent tradition. *To what can you attribute your power: faith, insanity, or some other delusion?* Take zero drawbacks.

#### **EMERGENT DRAWBACKS**

• Anomalous: You take +1 HEAT the first time you use emergent power on a run.

• **Obsolete:** Your methods rely on an antiquated understanding of technology. You suffer **reduced effect** when you use high technology without your powers.

• **Rigorous:** In downtime, you must spend one activity studying and practicing in a lodge (or else mark **1 edge**).

• **Tracked:** 6-clock, "Accosted by OTF agents," 1 tick per use of a **secret art**. This is a supernatural consequence which you may roll to resist as usual.

#### ADEPT WAYS

• Mind: The pursuit of perfecting the mind. You may advance your action rating to 4 in all four **INTUITION** actions.

• **Body:** The pursuit of perfecting the body. You may advance your action rating to 4 in all four **BODY** actions.

• **Soul:** The pursuit of perfecting the soul. You may advance your action rating to 4 in all four **WILLPOWER** actions.

#### ADEPT DRAWBACKS

• **Expensive:** Your access to adept feats and your chosen method costs you **1 NUYEN** per **downtime** to keep active.

• Loud: You take +1 HEAT the first time you use an **adept feat** on a run.

◆ **Taxing:** In downtime, you must spend one activity meditating and practicing in a safe spot (or else mark **1** edge).

FACE

A SMOOTH & WELL-CONNECTED CRIMINAL

|  | 9 | STA | SH |  |  |
|--|---|-----|----|--|--|
|  |   |     |    |  |  |
|  |   |     |    |  |  |

|                                |                                | CREW                                                          | FACE                                                                                                                                                                           | CRIMINAL                                                                                                                                                                                                |                                                                      |                                                            | Ë                                     |
|--------------------------------|--------------------------------|---------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------|------------------------------------------------------------|---------------------------------------|
|                                |                                |                                                               | SPECIAL ABILITIES                                                                                                                                                              |                                                                                                                                                                                                         |                                                                      | NUYEN 🗆                                                    |                                       |
| ALIAS(ES)                      | GIVEN NAM                      | E                                                             | negotiate additional                                                                                                                                                           | payment for a run.                                                                                                                                                                                      | ality or Tier when you                                               | <b>INTUITION</b><br>0 000<br>0 000                         | ENGINEER<br>INTERFACE                 |
| IDN? SOURCE LOOK               |                                |                                                               | +2 stash.                                                                                                                                                                      |                                                                                                                                                                                                         | ach downtime, you earn                                               |                                                            | STALK<br>SURVEY                       |
| HERITAGE: AFRI                 | CA - ASIA - AMERICAS - EU      | JROPE - OCEANIA - OTHER                                       | from notice or disinter attitude.                                                                                                                                              | erest or to <b>push yourse</b>                                                                                                                                                                          | r to resist a consequence<br>lf to improve someone's                 | 0 000                                                      | CREEP                                 |
| BACKGROUND: ACADEMIC - CORPOR  | RATE - LABOR - LAW - MEDIA - M | IILITARY - TRADE - UNDERWORLD                                 | becomes a 4/5, etc.) v                                                                                                                                                         | vhen you <b>acquire an a</b>                                                                                                                                                                            |                                                                      | 0 000<br>0 000<br>0 000                                    | FIGHT<br>FINESSE<br>SCRAMBLE          |
| VICE/SOURCE: DEVIANT - FAITH - | - GAMBLING - LUXURY - OBLIG    | GATION - PLEASURE - STUPOR                                    |                                                                                                                                                                                | 0                                                                                                                                                                                                       | <b>nsort</b> when you <b>gather</b><br>he <b>engagement</b> roll for |                                                            |                                       |
|                                | $\wedge$                       | AUNTED - OBSESSED - PARANOID<br>5 - SOFT - UNSTABLE - VICIOUS | O <b>Incorrigible:</b> Whe                                                                                                                                                     | , , , , , , , , , , , , , , , , , , , ,                                                                                                                                                                 | <b>ice</b> , you may adjust the<br>y who joins in your vice          |                                                            | CONSORT<br>DEMAND<br>HUSTLE<br>STUDY  |
|                                | HEALING PRO                    | DJECT CLOCK                                                   | 0                                                                                                                                                                              |                                                                                                                                                                                                         | <b>a trigger</b> : <i>You defended</i><br>followed your lead, also   |                                                            |                                       |
|                                |                                | - 1D                                                          | especially distracting +1d.                                                                                                                                                    | g. When you <b>Hustle</b> a                                                                                                                                                                             | e in conversation, it is<br>distracted target, take                  | PUSH YOU                                                   | URSELF<br>dge) OR accept a            |
|                                |                                | ARMOR<br>HEAVY                                                | SHREWD FRIENDS                                                                                                                                                                 | t a special ability from an<br>ITEMS                                                                                                                                                                    |                                                                      | light 🔿 5 norn                                             | nal 🔷 <b>6</b> heavy                  |
|                                | NOTES                          | SPECIAL                                                       | $\Delta \nabla$ Angel, a clean                                                                                                                                                 |                                                                                                                                                                                                         | acy generator                                                        |                                                            | Armor<br>Heavy                        |
|                                |                                |                                                               | $\begin{array}{c} \bigtriangleup \nabla & \text{Alan Stein, an} \\ \bigtriangleup \nabla & \text{Dee, a prostitu} \\ \bigtriangleup \nabla & \text{Robbo, a club} \end{array}$ | ute <b>End</b>                                                                                                                                                                                          |                                                                      | A medieval v<br>A large w<br>An unusual v<br>Burglary geau | veapon<br>weapon<br>r                 |
|                                |                                |                                                               | At the end of each session<br>attribute) or 2 karma if that<br>You addressed a chall<br>You expressed your below                                                               | sperate action, mark karma in<br>, for each item below, mark 1<br>t item occurred multiple times<br>enge with influence or consp<br>iefs, drives, heritage, or backg<br>es from dystopia, your vice, or | karma (in your playbook or ar<br>s.<br>piracy.<br>ground.            | Demolitic                                                  | on tools<br>r<br>tools<br>upplies     |
|                                |                                |                                                               | TEAMWORK                                                                                                                                                                       | PLANNING & LOA                                                                                                                                                                                          |                                                                      |                                                            |                                       |
|                                |                                |                                                               | Assist a teammate                                                                                                                                                              |                                                                                                                                                                                                         | e <i>detail</i> . Choose your load limit                             | • What do th                                               | FORMATION ney want most?              |
| PLA                            | YERS BEST PRACTICES            |                                                               | Lead a group action                                                                                                                                                            | Assault: Point of attack                                                                                                                                                                                | Social: Connection                                                   |                                                            | ld I lookout for?<br>leverage here?   |
| EMBRACE THE RUNNER'S LIFE      | ACT NOW, PLAN LATER            | TAKE RESPONSIBILITY                                           | Protect a teammate                                                                                                                                                             | Deception: Method                                                                                                                                                                                       | Stealth: Entry point                                                 | How can I                                                  |                                       |
| DON'T BE A TROG                | USE YOUR EDGE                  | DO WHAT SOUNDS FUN                                            | Set up a teammate                                                                                                                                                              | Supernatural: Power                                                                                                                                                                                     | Transport: Route                                                     | How can I                                                  | get them to [X]?<br>ly going on here? |

#### RUN \_ \_

STASH

| RUNNERS IN THE SHADOWS                                                                                                                                   | UACUT                                                                                                                                                                                                                                                        | A DIGITAL S                                                                                            | PY & VIRTUAL                                        | SI                                                                                |                                                  |
|----------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------|-----------------------------------------------------|-----------------------------------------------------------------------------------|--------------------------------------------------|
|                                                                                                                                                          | HACKE                                                                                                                                                                                                                                                        | WEAPON                                                                                                 | $\langle \nabla \rangle$                            |                                                                                   | Ä                                                |
|                                                                                                                                                          | SPECIAL ABILITIES                                                                                                                                                                                                                                            |                                                                                                        |                                                     | NUYEN 🗆                                                                           |                                                  |
| ALIAS(ES) GIVEN NAME                                                                                                                                     | protected data. When protection against deter                                                                                                                                                                                                                |                                                                                                        | ou have a measure of                                | INTUITION           ○         ○○○           ●         ●○○           ○         ○○○ | ENGINEER<br>INTERFACE<br>STALK                   |
| DIDN? SOURCE LOOK                                                                                                                                        | - 0                                                                                                                                                                                                                                                          | ien you make a <b>resistan</b><br>. You are immune to being                                            |                                                     | O OOO                                                                             | SURVEY                                           |
| HERITAGE: AFRICA - ASIA - AMERICAS - EUROPE - OCEANIA - OTHER                                                                                            | U                                                                                                                                                                                                                                                            | you <b>Interface</b> with a device interference or block its                                           | 0 0                                                 | 0 000<br>0 000                                                                    | CREEP<br>FIGHT                                   |
| BACKGROUND: ACADEMIC - CORPORATE - LABOR - LAW - MEDIA - MILITARY - TRADE - UNDERWORLD                                                                   | O Search Protocol: You<br>Take +1d when you gath                                                                                                                                                                                                             | are always aware of online<br><b>er info</b> about high-technolo                                       | gy by any means.                                    |                                                                                   | FINESSE<br>SCRAMBLE                              |
| VICE/SOURCE: DEVIANT - FAITH - GAMBLING - LUXURY - OBLIGATION - PLEASURE - STUPOR         EDGE       TRAUMA         COLD - HAUNTED - OBSESSED - PARANOID | 0                                                                                                                                                                                                                                                            | you <b>invent</b> or <b>craft</b> a creatio<br>o your roll (a <b>1-3</b> becomes a<br>ly known.        |                                                     | WILLPOWE           0         000           0         0000                         | CONSORT<br>DEMAND                                |
|                                                                                                                                                          | , , ,                                                                                                                                                                                                                                                        | g downtime, you get <b>two ti</b>                                                                      | 0                                                   |                                                                                   | HUSTLE<br>STUDY                                  |
| HARM HEALING PROJECT CLOCK                                                                                                                               | design plan.                                                                                                                                                                                                                                                 | locks that involve investiga<br>o your careful planning, du                                            | Ū.                                                  |                                                                                   | or ab r                                          |
| -1D                                                                                                                                                      | give yourself or another                                                                                                                                                                                                                                     | crew member +1 downtime                                                                                | e activity.                                         | BONUS DI                                                                          |                                                  |
| LESS<br>EFFECT ARMOR USES                                                                                                                                | from hacking or to <b>push</b>                                                                                                                                                                                                                               | expend your <b>special armo</b><br>z <b>ourself</b> when you contend                                   | with or employ software.                            | PUSH YO<br>(mark 2 er<br>DRAGON                                                   | dge) <b>OR</b> accept a                          |
|                                                                                                                                                          | OOO Veteran: Select<br>1337 FRIENDS                                                                                                                                                                                                                          | a special ability from anot<br>ITEMS                                                                   |                                                     | ight 🔷 5 norr                                                                     | nal 🔷 <b>6</b> heavy                             |
| NOTES SPECIAL                                                                                                                                            | $\begin{array}{c} \bigtriangleup \nabla & \text{Whisper, a secr} \\ \bigtriangleup \nabla & \text{Smith, a G-Mar} \\ \bigtriangleup \nabla & \text{Gunther, a med} \end{array}$                                                                              | ets trader III A scra<br>n III Fine g<br>chanic III Portab                                             | tch-built cyberdeck<br><i>ridlink</i><br>ble VR kit | A pistol<br>A quiet weap<br>A medieval                                            | Armor<br>Armor<br>Heavy<br>hon<br>weapon<br>Ammo |
|                                                                                                                                                          | $\triangle \nabla$ Links, a forum a                                                                                                                                                                                                                          |                                                                                                        | urveillance kit                                     | An unusual<br>Burglary gea                                                        | weapon 🗌                                         |
|                                                                                                                                                          | $\triangle \nabla$ Baxter, a softw<br>KARMA                                                                                                                                                                                                                  | are dealer 💠 Bluepr                                                                                    | Ints                                                | Climbing                                                                          | geal                                             |
|                                                                                                                                                          | <ul> <li>Everytime you roll a desperate action, mark karma in that action's attribute.</li> <li>At the end of each session, for each item below, mark 1 karma (in your playbook or an attribute) or 2 karma if that item occurred multiple times.</li> </ul> |                                                                                                        |                                                     |                                                                                   | ar<br>c tools                                    |
|                                                                                                                                                          | • You expressed your belie                                                                                                                                                                                                                                   | nge with information or softv<br>fs, drives, heritage, or backgrou<br>from dystopia, your vice, or tra | und.                                                | Reagents     Subterfuge s     Technical too                                       |                                                  |
|                                                                                                                                                          | TEAMWORK                                                                                                                                                                                                                                                     | PLANNING & LOAD                                                                                        |                                                     |                                                                                   |                                                  |
|                                                                                                                                                          | Assist a teammate                                                                                                                                                                                                                                            | Choose a <i>plan</i> , provide the <i>d</i> for the run.                                               | etail. Choose your load limit                       |                                                                                   | <b>FORMATION</b> hey intend to do?               |
| PLAYERS BEST PRACTICES                                                                                                                                   | Lead a group action                                                                                                                                                                                                                                          | Assault: Point of attack                                                                               | Social: Connection                                  | How can I                                                                         | get them to [X]?<br>elling the truth?            |
| EMBRACE THE RUNNER'S LIFE     ACT NOW, PLAN LATER     TAKE RESPONSIBILITY                                                                                | Protect a teammate                                                                                                                                                                                                                                           | Deception: Method                                                                                      | Stealth: Entry point                                | <ul> <li>What can I</li> </ul>                                                    | interface with here?<br>It happen if I [X]?      |
| DON'T BE A TROG USE YOUR EDGE DO WHAT SOUNDS FUN                                                                                                         | Set up a teammate                                                                                                                                                                                                                                            | Supernatural: Power                                                                                    | Transport: Route                                    | How can I                                                                         |                                                  |

MUSCLE

A DANGEROUS AND INTIMIDATING FIGHTER

| STASH |  |  |  |  |  |  |  |  |
|-------|--|--|--|--|--|--|--|--|
|       |  |  |  |  |  |  |  |  |
|       |  |  |  |  |  |  |  |  |

|                                        |                                                                              | MUSCL                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | Ł                                          | INTIMID        |                                                                                      |                                                            | H                                                    |
|----------------------------------------|------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------|----------------|--------------------------------------------------------------------------------------|------------------------------------------------------------|------------------------------------------------------|
|                                        |                                                                              | SPECIAL ABILITIES                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |                                            |                |                                                                                      | NUYEN 🗆                                                    |                                                      |
| ALIAS(ES)                              | GIVEN NAME                                                                   | O <b>Ferocious:</b> You may an attack in combat, or                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 | 1 7 1                                      | -              | or to reduce harm from battle.                                                       | INTUITION           0         000           0         0000 | ENGINEER<br>INTERFACE                                |
| IDN? SOURCE LOOK                       |                                                                              | O <b>Savage:</b> When you u<br>When you <b>Demand</b> a f                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |                                            |                | 's especially frightening.                                                           |                                                            | STALK<br>SURVEY                                      |
| HERITAGE: AFRIC                        | CA - ASIA - AMERICAS - EUROPE - OCEANIA - OTHER                              | <ul> <li>Mule: Your load lim.</li> <li>Bodyguard: When y<br/>roll. When you gather<br/>situation, you get +1 eff</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | ou protect a tea<br><b>info</b> to anticip | mmate, take    | 2                                                                                    |                                                            | CREEP<br>FIGHT                                       |
| BACKGROUND: ACADEMIC - CORPOR          | ATE - LABOR - LAW - MEDIA - MILITARY - TRADE - UNDERWORLD                    | O <b>Street Code:</b> You gather street code of honor of the street code of honor of honor of the street code of honor of hon | in an additiona<br>despite difficulty      | or danger. V   | <b>gger</b> : <i>When you uphold</i><br>Nhen you duel someone                        |                                                            | FINESSE<br>SCRAMBLE                                  |
| VICE/SOURCE: DEVIANT - FAITH -<br>EDGE | GAMBLING - LUXURY - OBLIGATION - PLEASURE - STUPOR                           | (one on one) to the deal<br>O <b>Tough as Nails:</b> Pen                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |                                            |                | evel less severe (though                                                             | WILLPOW     O                                              | CONSORT                                              |
|                                        | COLD - HAUNTED - OBSESSED - PARANOID<br>RECKLESS - SOFT - UNSTABLE - VICIOUS | level 4 <b>harm</b> is still fata                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | al).                                       |                | _                                                                                    |                                                            | DEMAND<br>HUSTLE                                     |
| HARM                                   | HEALING PROJECT CLOCK                                                        | -                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | otherwise brea                             | ak (they're n  | mbat, they continue to<br>ot taken out when they<br>nor.                             | 0 000                                                      | STUDY                                                |
| -t-t-                                  | HELP                                                                         | are immune to the first                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | t symptom of lo                            | ost essence    | painstaking trials, you<br>you add. You get + <b>1d</b> to<br>gainst consequences of | PUSH YO                                                    | URSELF                                               |
|                                        | LESS<br>EFFECT ARMOR USES                                                    | interrogation or torture                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | е.                                         |                |                                                                                      | + (mark 2 e<br>DRAGON                                      | edge) <b>OR</b> accept a<br>I <b>'S DEAL</b>         |
|                                        | HEAVY                                                                        | DANGEROUS FRIEND                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | -                                          | ITEMS          |                                                                                      | light 🔷 5 nor                                              | mal <b>() 6</b> heavy                                |
|                                        | NOTES SPECIAL                                                                | $\triangle \nabla$ Knuckles, a bra<br>$\triangle \nabla$ Livewire, a vici                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |                                            | EEEE Fine      | melee weapon                                                                         | A comm<br>A pistol                                         | Armor<br>Heavy                                       |
|                                        |                                                                              | $\Delta \nabla$ Crit, a cold kille                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | •••                                        | •              | cary weapon/tool                                                                     | A medieval                                                 | weapon                                               |
|                                        |                                                                              | $\Delta \nabla$ Lefty, an extor                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |                                            | III Kamik      |                                                                                      | A large                                                    | weapon 🗖                                             |
|                                        |                                                                              | $\Delta \nabla$ Dex, a street d                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     | loc                                        | III Contai     | inment manacles                                                                      | Burglary ge                                                |                                                      |
|                                        |                                                                              | KARMA                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |                                            |                |                                                                                      | Climbing                                                   | g gear —                                             |
|                                        |                                                                              | • Everytime you roll a des<br>At the end of each session,<br>attribute) or 2 karma if that                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | for each item bel                          | ow, mark 1 ka  | at action's attribute.<br>Arma (in your playbook or an                               | Mechan                                                     | ar                                                   |
|                                        |                                                                              | <ul> <li>You addressed a challe</li> <li>You expressed your belie</li> <li>You struggled with issue</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | efs, drives, heritag                       | e, or backgrou | und.                                                                                 | Reagents                                                   |                                                      |
|                                        |                                                                              | TEAMWORK                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | PLANNING                                   | & LOAD         |                                                                                      | 00                                                         |                                                      |
|                                        |                                                                              | Assist a teammate                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | Choose a <i>plan</i> ,<br>for the run.     | provide the d  | etail. Choose your load limit                                                        | GATHER IN<br>How can I                                     | IFORMATION                                           |
| DIAV                                   | (ERS BEST PRACTICES                                                          | Lead a group action                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 | Assault: Poin                              | nt of attack   | Social: Connection                                                                   | Who's mo                                                   | null them?<br>st afraid of me?<br>st dangerous here? |
| EMBRACE THE RUNNER'S LIFE              | ACT NOW, PLAN LATER TAKE RESPONSIBILITY                                      | Protect a teammate                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | Deception: N                               | Nethod         | Stealth: Entry point                                                                 | What do t                                                  | hey intend to do?<br>get them to [X]?                |
| DON'T BE A TROG                        | USE YOUR EDGE DO WHAT SOUNDS FUN                                             | Set up a teammate                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | Supernatura                                | I: Power       | Transport: Route                                                                     | Are they t                                                 | elling the truth?<br>ally going on here?             |

| <b>S</b> 1 | [ASH |  |
|------------|------|--|
|            |      |  |

| Catch Me If You Cat: Vom mye special armor to resist as consequences from detection or security messares, or to push yourself or with yourself or with the special of secure as the special of secure as the special of your call. Catch Me If You Cat: Vom mye special armor to resist as consequences from detection or security messares, or to push yourself or with yourself or with the special of your call. AFRICA - ASIA - AMERICAS - FUROME - OCTANIA - OTHER - MARE - UNDEWOOD AFRICAS - ASIA - AMERICAS - TUROME - UNDEWOOD ACRECE DUNANT - TANIH - GAMBLING - UNDEWOOD VICE/SOURCE: DUNANT - TANIH - GAMBLING - UNDER MELASURE - VOCOU VICE/SOURCE: DUNANT - TANIH - GAMBLING - UNDER MELASURE - VOCOU VICE/SOURCE: DUNANT - TANIH - GAMBLING - UNDER MELASURE - VOCOU VICE/SOURCE: DUNANT - TANIH - GAMBLING - UNDER MELASURE - VOCOU VICE/SOURCE: DUNANT - TANIH - GAMBLING - UNDER MELASURE - VOCOU VICE/SOURCE: DUNANT - TANIH - GAMBLING - UNDER MELASURE - VOCOU VICE/SOURCE: DUNANT - TANIH - GAMBLING - UNDER MELASURE - VOCOU VICE/SOURCE: DUNANT - TANIH - GAMBLING - UNDER MELASURE - VOCOU VICE/SOURCE: DUNANT - TANIH - GAMBLING - UNDER MELASURE - VOCOU VICE/SOURCE: DUNANT - TANIH - GAMBLING - UNDER MELASURE - VOCOU VICE/SOURCE: DUNANT - TANIH - GAMBLING - UNDER ME                                                                                                                                                                                                 | RUNNERS IN T                | RUNNERS IN THE SHADOWS             |                                                                          |                                                                            |                                                                           |               | VILY HOODLUM AND                         |                          |                    |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------|------------------------------------|--------------------------------------------------------------------------|----------------------------------------------------------------------------|---------------------------------------------------------------------------|---------------|------------------------------------------|--------------------------|--------------------|
| ALLASIEST       GiVEN NAME       O Adaptable: Mark 2 degree nation your age action rating while performing the deferrent close sy how you adapt your age action rating while performing the deferrent close sy how you adapt your age action rating while performing the deferrent close sy how you adapt your age action rating while performing the deferrent of your age action rating while performing the deferrent of your age action rating while performing the deferrent of your age action rating while performing the deferrent of your age action rating while performing the deferrent of your age action rating while performing the deferrent of your age action rating while performing the deferrent of your age action rating while performing the deferrent of your age action rating while performing the deferrent of your age action rating while performing the deferrent of your age action rating while performing the deferrent of your age action rating while performing the deferrent of your age action rating while performing the deferrent of your age action rating while performing the deferrent of your age action rating while performing the deferrent of your age action rating while performing the deferrent of your age action rating while performing the deferrent of your age action rating while performing the deferrent of your age action rating while performing the deferrent of your age action rating while performing the deferrent of your age action rating while performing the deferrent of your age action rating while perform a deferrent of your age action rating while performing the deferrent of your age action rating while performing the deferrent of your age action rating while perform a deferrent of your age and a deferrent while the deferrent of your age and a deferrent while the deferrent of your age and and age and of your page at a deferrent of your age and a defer                                                 |                             |                                    |                                                                          | SPECIAL ABILITIES                                                          |                                                                           |               |                                          |                          |                    |
| IDN2 SOURCE       LOOK         IHERITAGE:       AFRICA - ASIA - AMERICAS - EUROPE - OCEANIA - OTHER       O Mobility-You can easily bypass difficult terrain, obstacles, or restrainin and can choose to make you resist being impeded by them, regardless of the result of your roll. depende action, you get +1d to your roll if your roll. depende action, you get +1d to your roll if your roll. depende action, you get +1d to your roll if your roll. depende action, you get +1d to your roll if your roll. depende action, you get +1d to your roll. if you roll.                                                                                    | ALIAS(ES)                   | GIVEN NAME                         |                                                                          |                                                                            |                                                                           |               | 0 000                                    | () >                     |                    |
| ACCECCIONID: ACADEMIC CONFERANT LABOR LAW MEDIA MELTARY TRADE UNDERWORD  ACCECCIONID: ACADEMIC CONFERANT LABOR LAW MEDIA MELTARY TRADE UNDERWORD  DECENTION: CAMELING - LABOR LAW MEDIA MELTARY TRADE UNDERWORD  DECENTION: CAMELING - LABOR LAW MEDIA MELTARY TRADE UNDERWORD  DECENTION: CAMELING - LABOR LAW MEDIA MELTARY TRADE UNDERWORD  DECENTION: CAMELING - LABOR LAW MEDIA MELTARY TRADE UNDERWORD  DECENTION: CAMELING - LABOR LAW MEDIA MELTARY TRADE UNDERWORD  DECENTION: CAMELING - LABOR LAW MEDIA MELTARY TRADE UNDERWORD  DECENTION: CAMELING - LABOR LAW MEDIA MELTARY TRADE UNDERWORD  DECENTION: CAMELING - LABOR LAW MEDIA MELTARY TRADE UNDERWORD  DECENTION: CAMELING - LABOR LAW MEDIA MELTARY TRADE UNDERWORD  DECENTION: CAMELING - CAMELING - PLLASURE - STUDY  MEDICA COLL. HARMIND - ORSESTOR - DARK TRADE VICIOUS  HAAN  HEALING PROTECT CLOCK  HAAY  NOTES  HEALY NOTES  HE | IDN? SOURCE LOO             | K                                  |                                                                          | consequence from de                                                        | tection or security r                                                     | · ·           |                                          |                          |                    |
| BACKGOUNDE: ACADEMIC = COMPARIE - LABOR - LAW - MEIDA - MILITAR - TRADE - UNDERWORD O Darederity Mens your action, you get 14 to your roll a desperate action, you get 14 to your roll available of a low yrest stander colls against consequences from your action. VICE/SOURCE: DEVIANT - FAILH - GAMBLING - LUXUKY - OBLIGATION - PLEASURE - STUPY                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | HERITAGE: AF                | RICA - ASIA - AMERICAS - EUR       | OPE - OCEANIA - OTHER                                                    | and can choose to ma                                                       | ark only <b>1 edge</b> wł                                                 | hen you re    |                                          |                          | FIGHT              |
| OUCLES OWNERS FOR PREASED = STUDYE         Image: Constraint = Co                                                         | BACKGROUND: ACADEMIC - CORP | ORATE - LABOR - LAW - MEDIA - MILI | ITARY - TRADE - UNDERWORLD                                               |                                                                            | -                                                                         | ., .          |                                          |                          |                    |
| HARM       HEALING PROJECT CLOCK       STUDY         HARM       HEALING PROJECT CLOCK       Stand up to "the Man." Due to fiere ambition or harsh experience, you get +1d.         HARM       NOTES       Sabeteur: When you strack from hiding or spring a trap, you get +1d.         Sabeteur: When you Scramble to wreck things, the work is much is sould be and the damage is very well hidden from casual mater than it should be and the damage is very well hidden from casual mater than it should be and the damage is very well hidden from casual mater than it should be and the damage is very well hidden from casual mater than it should be and the damage is very well hidden from casual mater than it should be and the damage is very well hidden from casual mater than it should be and the damage is very well hidden from casual mater than it should be and the damage is very well hidden from casual mater than it should be and the damage is very well hidden from casual mater than it should be and the damage is very well hidden from casual mater than it should be and the damage is very well hidden from casual mater than it should be and the damage is very well hidden from casual mater than it should be and the damage is very well hidden from casual mater than it should be and the damage is very well hidden from casual mater than it should be and the damage is very well hidden from casual mater than it should be and the damage is very well hidden from casual mater than the store of a special ability from another source.         Stabel U chainer of the mater than the damage is very well well well well well well well wel                                                                                                                                                                                                                                                                                                                                                                                                                                  |                             | ТВАШМА                             |                                                                          | action using that acti                                                     | on, you can suffer                                                        | -             |                                          | 0 000                    | CONSORT            |
| Image: Second Secon                                | HARM HEALING PROJECT CLOCK  |                                    |                                                                          | stand up to "the Man." Due to fierce ambition or harsh experience, you get |                                                                           |               |                                          |                          |                    |
| MARKOR USSS       Puss Yours       Puss Yours<                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |                             |                                    |                                                                          |                                                                            |                                                                           |               |                                          | BONUS DI                 | E                  |
| ARMOR       HEAVY       SHADY FRIENDS       Load       3 light       5 normal       6 heavy         NOTES       SFECIAL       SHADY FRIENDS       TTEMS       Load       3 light       6 heavy         AWOR       SFECIAL       SHADY FRIENDS       TTEMS       Load       3 light       6 heavy         AWOR       SFECIAL       SHADY FRIENDS       TTEMS       Load       3 light       6 heavy         AWOR       Stread       Construction       A plate weapon       A medical weapon       A medical weapon       A medical weapon       A musual weapon       A plate weapon       A musual weapon                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | -shite                      |                                    | smarter than it should be and the damage is very well hidden from casual |                                                                            |                                                                           |               | + (mark 2 e                              | edge) <b>OR</b> accept a |                    |
| NOTES       SPECIAL       Offinite Training       Offici Training <thoffici td="" tht<="" training<=""><td></td><td></td><td></td><td></td><td>1 2</td><td></td><td></td><td></td><td></td></thoffici>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |                             |                                    |                                                                          |                                                                            | 1 2                                                                       |               |                                          |                          |                    |
| EXPLOSIVES       A control       A control       A control       A control         Buses       A control       A contro       A contro       A conto       A                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | N                           | OTES                               |                                                                          | · · · · ·                                                                  |                                                                           |               |                                          |                          | <b>v</b> -         |
| 3 uses       Image: Subsect and Subsec                                        |                             |                                    | EVDI OCIVES                                                              |                                                                            |                                                                           |               |                                          | A pistol                 | +Heavy             |
| When you use an explosive, choose one:       ↓ Eko, it builght       ↓ Eko, it builght       ↓ Eko, it builght       ↓ Eko, it builght       ↓ Alarge weapon       ↓ Alarge weapon <td< td=""><td></td><td></td><td></td><td></td><td></td><td>-</td><td></td><td></td><td>I weapon</td></td<>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |                             |                                    |                                                                          |                                                                            |                                                                           | -             |                                          |                          | I weapon           |
| <ul> <li>Flashbang</li> <li>Grenade</li> <li>Pepper</li> <li>Smoke</li> <li>Tear gas</li> </ul> <ul> <li>DRUGS</li> <li>3 uses</li> <li>Consection</li> <li>When you use street drugs, choose one:</li> <li>Bluecoke</li> <li>Cloud-9</li> <li>Readentaction</li> <li>Bluecoke</li> <li>Cloud-9</li> <li>Readentaction</li> <li>Bluecoke</li> <li>Cloud-9</li> <li>Readentaction</li> <li>PLAYERS BEST PRACTICES</li> </ul> PLAYERS BEST PRACTICES   EMBRACE THE RUNNER'S LIFE   Act NOW, PLAN LATER   TAKE RESPONSIBILITY   Consection   Poweratural: Power   Take A TROG <b>PLAYERS BEST PRACTICES PLAYERS BEST PRACTICES PLAYERS BEST PRACTICES PLAYERS BEST PRACTICES PLAYERS DEST PRACTICES PLATER INFORMATION PLATER INFORMATION</b> </td <td></td> <td></td> <td></td> <td></td> <td></td> <td>-</td> <td></td> <td>A large</td> <td>Ammo</td>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |                             |                                    |                                                                          |                                                                            |                                                                           | -             |                                          | A large                  | Ammo               |
| <ul> <li>Flashbang</li> <li>Grenade</li> <li>Pepper</li> <li>Smoke</li> <li>Tear gas</li> </ul> <ul> <li>DRUGS</li> <li>3 uses</li> <li>Consection</li> <li>When you use street drugs, choose one:</li> <li>Bluecoke</li> <li>Cloud-9</li> <li>Readenta</li> </ul> <ul> <li>PLAYERS BEST PRACTICES</li> </ul> PLAYERS BEST PRACTICES   PLAYERS BEST PRACTICES   PLAYERS BEST PRACTICES   PLAYERS BEST PRACTICES   PLAYERS DEST PRACTICES                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |                             |                                    | 1                                                                        |                                                                            | 2 0                                                                       |               | -                                        | Burglary ge              | ar                 |
| <ul> <li></li></ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |                             |                                    | <ul> <li>Flashbang</li> </ul>                                            |                                                                            |                                                                           | Street (      | urugs                                    |                          | g gear             |
| At the end of each session, for each item below, mark 1 karma (in your playbook or an attribute) or 2 karma if that item occurred multiple times.     DRUGS     Juses     DRUGS     Juses     Juse         |                             |                                    |                                                                          |                                                                            | esperate action, mark k                                                   | karma in that | action's attribute.                      | Documents                |                    |
| DRUGS       3 uses       + You addressed a challenge with surprise or mayhem.       Reagents         3 uses                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |                             | ◆ Smoke                            |                                                                          |                                                                            |                                                                           |               | ma (in your playbook or an               |                          |                    |
| 3 uses       Image: Suses       Image                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | 3 uses                      |                                    |                                                                          | • You addressed a chai                                                     | llenge with surprise o                                                    | or mayhem.    |                                          |                          | cumpling           |
| When you use street<br>drugs, choose one: <ul> <li>Bluecoke</li> <li>Cloud-9</li> <li>Red rock</li> </ul> <ul> <li>FLAYERS BEST PRACTICES</li> </ul> <ul> <li>Play ERS BEST PRACTICES</li> <li>EMBRACE THE RUNNER'S LIFE</li> <li>ACT NOW, PLAN LATER</li> <li>TAKE RESPONSIBILITY</li> </ul> <ul> <li>Protect a teammate</li> <li>Set up a teammate</li> <li>Supernatural: Power</li> <li>Transport: Route</li> <li>How can I find [X]?</li> </ul> <ul> <li>How can I find [X]?</li> </ul> <ul> <li>How can I find [X]?</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |                             |                                    |                                                                          |                                                                            | •                                                                         | •             |                                          |                          |                    |
| Bluecoke       Bluecoke       Choose a plan, provide the detail. Choose your load limit for the run.       GATHER INFORMATION         PLAYERS BEST PRACTICES       Lead a group action       Assault: Point of attack       Social: Connection       What do they value most?         EMBRACE THE RUNNER'S LIFE       ACT NOW, PLAN LATER       TAKE RESPONSIBILITY       Protect a teammate       Deception: Method       Stealth: Entry point       What should I lookout for?         DON'T RE A TROG       USE YOUR EDGE       DO WHAT SOUNDS FUN       Set up a teammate       Supernatural: Power       Transport: Route       How can I find [X]?                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |                             | drugs, choose one:                 |                                                                          |                                                                            | -                                                                         |               | J. J |                          |                    |
| PLAYERS BEST PRACTICES                Lead a group action                 PRACE THE RUNNER'S LIFE               ACT NOW, PLAN LATER               TAKE RESPONSIBILITY                 Pontect a teammate               Set up a teammate               Set up a teammate               Supernatural: Power               Transport: Route               How can I get them to [X]?                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |                             |                                    |                                                                          |                                                                            | Choose a <i>plan</i> , provide the <i>detail</i> . Choose your load limit |               |                                          |                          |                    |
| PLAYERS BEST PRACTICES       What should Hookout for?         What should Hookout for?         EMBRACE THE RUNNER'S LIFE       ACT NOW, PLAN LATER         TAKE RESPONSIBILITY         Protect a teammate         Deception: Method         Stealth: Entry point         What should Hookout for?         What should Hookout for?         What's the best way in/out?         What will cause the most chaos         How can I find [X]?                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |                             |                                    | ····· ◆ Red rock                                                         |                                                                            |                                                                           | of attack     | Social: Connection                       | How can                  | I get them to [X]? |
| Emiliar Control       Activity       Activity       Activity       What will cause the most chaos         CON'T BE A TROG       USE YOUR EDGE       DO WHAT SOUNDS FUN       Set up a teammate       Supernatural: Power       Transport: Route       + How can I find [X]?                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |                             |                                    |                                                                          |                                                                            |                                                                           |               |                                          | What's the               | e best way in/out? |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |                             |                                    |                                                                          |                                                                            |                                                                           |               |                                          | How can                  | I find [X]?        |

STASH

| сn | TC | тл |
|----|----|----|

|                                                                                        |                                                       |                                                                               |                               | STASH                                              |                                       |  |
|----------------------------------------------------------------------------------------|-------------------------------------------------------|-------------------------------------------------------------------------------|-------------------------------|----------------------------------------------------|---------------------------------------|--|
| RUNNERS IN THE SHADOWS                                                                 | RIGGE                                                 | AN INV                                                                        | ENTIVE TECHNICIAN             |                                                    |                                       |  |
|                                                                                        | MUUULI                                                | AND PI                                                                        |                               |                                                    | <u> </u>                              |  |
|                                                                                        | SPECIAL ABILITIES                                     |                                                                               | (-*)                          | NUYEN 🗆                                            |                                       |  |
|                                                                                        |                                                       | vou control o drono vou c                                                     | and not distructed while      | INTUITION                                          |                                       |  |
| ALIAS(ES) GIVEN NAME                                                                   |                                                       | rou control a drone, you a<br><b>ourself</b> to take an action v              |                               |                                                    | ENGINEER                              |  |
|                                                                                        | despite being in hot-sin                              |                                                                               | initi your physical bouy      | 0 000                                              | INTERFACE                             |  |
| DIDN? SOURCE LOOK                                                                      | O <b>Infiltrator:</b> You are security measures.      | not affected by <b>quality</b> or                                             | r <b>Tier</b> when you bypass |                                                    | STALK<br>SURVEY                       |  |
|                                                                                        |                                                       | a vehicle to takeoff, contro                                                  |                               | BODY                                               | $\square$                             |  |
| HERITAGE: AFRICA - ASIA - AMERICAS - EUROPE - OCEANIA - OTHER                          | maneuvers while piloti                                | 0                                                                             | -                             | 0 000                                              | CREEP<br>FIGHT                        |  |
| BACKGROUND: ACADEMIC - CORPORATE - LABOR - LAW - MEDIA - MILITARY - TRADE - UNDERWORLD |                                                       | pend your <b>special armor</b><br>rstanding, or chemical effe                 | <b>▲</b>                      |                                                    | FINESSE                               |  |
|                                                                                        |                                                       | hnical skill or precision.                                                    |                               | 0 000                                              | SCRAMBLE                              |  |
|                                                                                        |                                                       | Engineer to repair or alt                                                     |                               | WILLDOWE                                           |                                       |  |
| VICE/SOURCE: DEVIANT - FAITH - GAMBLING - LUXURY - OBLIGATION - PLEASURE - STUPOR      |                                                       | uld be and you don't need                                                     | -                             |                                                    |                                       |  |
| EDGE TRAUMA<br>COLD - HAUNTED - OBSESSED - PARANOID                                    |                                                       | you <b>invent</b> or <b>craft</b> a c<br>t level to your roll (a <b>1-3</b> l |                               |                                                    | DEMAND                                |  |
|                                                                                        | begin with one special                                | 2                                                                             | 2000 a 1/0, etc). 10u         | 0 000                                              | HUSTLE                                |  |
| HARM HEALING PROJECT CLOCK                                                             | -                                                     | invent or craft a creation                                                    |                               | 0 000                                              | STUDY                                 |  |
|                                                                                        | take +1 effect level to y<br>one special design alrea | our roll (a <b>1-3</b> becomes a ady known.                                   | 4/5, etc). You begin with     |                                                    |                                       |  |
|                                                                                        | 1 0                                                   | Engineer bones, blood,                                                        | , and bodily tissues to       | BONUS DIE                                          | L                                     |  |
| -1D                                                                                    | · •                                                   | surgery, or stabilize the                                                     | , , , ,                       | PUSH YO                                            | URSELF                                |  |
| LESS<br>EFFECT ARMOR USES                                                              | an ailment or corpse. E their <b>healing</b> treatmen | Everyone in your crew (in<br>t rolls                                          | cluding you) gets +1d to      | + (mark 2 ed<br>DRAGON                             | dge) <b>OR</b> accept a               |  |
|                                                                                        | U                                                     | a special ability from anot                                                   | ther source.                  | DRAIdon                                            | JEAL                                  |  |
| HEAVY                                                                                  | HANDY FRIENDS                                         | ITEMS                                                                         |                               | light 🔷 5 norm                                     | nal 🔷 <b>6</b> heavy                  |  |
| NOTES SPECIAL                                                                          | $\Delta \nabla$ Chopper, a gea                        | arhead 🛄 A con                                                                | figured drone                 | $\Box A comm$                                      | Armor                                 |  |
| UTILITY HARNESS                                                                        | $\Delta \nabla$ Bricks, a chemi                       |                                                                               | sonal vehicle                 | A pistol                                           | on +Heavy                             |  |
| 3 uses 🔲 🗌 🗌                                                                           | $\Delta \nabla$ Twitch, a space                       | -                                                                             | v harness (3 uses)            | A medieval                                         | weapon                                |  |
| When you use a harness<br>slot, choose one:                                            | $\Delta \nabla$ Drano, a data t                       | -                                                                             | lectrical tools               | A large v                                          | -                                     |  |
| siot, choose one:<br>◆ Hypersolvent                                                    | $\Delta \nabla$ Memphis, a str                        |                                                                               | cal supplies (3 uses)         | Burglary gea                                       | r 🗌                                   |  |
| <ul> <li>Hypersolvent</li> <li>Hyperglue</li> </ul>                                    | KARMA                                                 |                                                                               | ••                            | Demolition                                         |                                       |  |
| ◆ Thermite gel                                                                         |                                                       | perate action, mark karma in th                                               |                               | Documents                                          | r                                     |  |
| <ul> <li>Nightshades (gadget)</li> <li>Sensor tag (g)</li> </ul>                       |                                                       | for each item below, mark 1 k item occurred multiple times.                   | arma (in your playbook or an  | Mechanic                                           |                                       |  |
| ◆ Sensor (ag (g)<br>◆ Spatial scanner (g)                                              |                                                       | nge with technical skill or co                                                |                               | Reagents                                           | unnlies                               |  |
| Thermite rod (g)                                                                       |                                                       | efs, drives, heritage, or backgro<br>s from dystopia, your vice, or tra       |                               |                                                    |                                       |  |
| ◆ Vehicular override (g)                                                               |                                                       |                                                                               | -                             |                                                    |                                       |  |
|                                                                                        | TEAMWORK                                              | PLANNING & LOAD<br>Choose a <i>plan</i> , provide the <i>c</i>                |                               |                                                    | FORMATION                             |  |
|                                                                                        | Assist a teammate                                     | for the run.                                                                  |                               | • What do th                                       | ney intend to do?                     |  |
| PLAYERS BEST PRACTICES                                                                 | Lead a group action                                   | Assault: Point of attack                                                      | Social: Connection            | Are they te                                        | get them to [X]?<br>elling the truth? |  |
| EMBRACE THE RUNNER'S LIFE ACT NOW, PLAN LATER TAKE RESPONSIBILITY                      | Protect a teammate                                    | Deception: Method                                                             | Stealth: Entry point          | <ul> <li>What can I</li> <li>What might</li> </ul> | engineer here?<br>It happen if I [X]? |  |
| DON'T BE A TROG USE YOUR EDGE DO WHAT SOUNDS FUN                                       | Set up a teammate                                     | Supernatural: Power                                                           | Transport: Route              | How can I                                          |                                       |  |

**SNAKE** 

SPECIAL ABILITIES

CREW

A LIAR AND MANIPULATOR

|    |       | ST/            | ASH    |              |
|----|-------|----------------|--------|--------------|
|    |       |                |        |              |
|    |       |                |        | H            |
|    |       |                |        | H.           |
| NU | IYEN  |                |        |              |
| IN | TUITI | ON             |        | ()           |
| 0  | 00    | 2 - 5<br>5 - 7 | ENGINI | EER          |
| 0  | 00    | 5              | INTERF | ACE          |
| 0  | 00    |                | STALK  |              |
| 0  | 00    | 2 - 5<br>5 _ 2 | SURVEY | Y            |
|    |       |                |        | $\frown$     |
| BO | DY    |                |        | $(\bigstar)$ |
| 0  | 00    | / .<br>/       | CREEP  | $\square$    |
| 0  | 00    |                | FIGHT  |              |

|                           |                                           |                            |                                                                 | Way you are also to the line is                      |                                                        | INTUITION               | (米)                                                                                       |
|---------------------------|-------------------------------------------|----------------------------|-----------------------------------------------------------------|------------------------------------------------------|--------------------------------------------------------|-------------------------|-------------------------------------------------------------------------------------------|
| ALIAS(ES)                 | GIVEN NAME                                |                            |                                                                 | 2                                                    | en someone is lying to you.                            | 0 000                   | ENGINEER                                                                                  |
|                           |                                           |                            | ,                                                               |                                                      | with any crew member who                               | 0 000                   | INTERFACE                                                                                 |
| IDN? SOURCE               | LOOK                                      |                            |                                                                 |                                                      | u. Ask the teammates who<br>ou can force any character | 0 000                   | STALK                                                                                     |
|                           | LOOK                                      |                            | , , ,                                                           |                                                      | a your behalf (they suffer a                           | 0 000                   | SURVEY                                                                                    |
|                           |                                           |                            | consequence instead of y                                        | -                                                    | i your benan (uley suiter a                            |                         |                                                                                           |
| HERITAGE:                 | AFRICA - ASIA - AMERICAS - EURO           | OPE - OCEANIA - OTHER      | 1 ,                                                             |                                                      | ecially provocative. You get                           | BODY                    |                                                                                           |
|                           |                                           |                            | +1d to Study a provoked                                         | · · 1                                                | ecially provocative. You get                           | 0 000                   | CREEP                                                                                     |
|                           |                                           |                            | , I                                                             | 0                                                    | e or other form of covert                              |                         | FIGHT                                                                                     |
| BACKGROUND: ACADEMIC      | - CORPORATE - LABOR - LAW - MEDIA - MILIT | ARY - TRADE - UNDERWORLD   | - 0                                                             | , 0                                                  | row off your disguise, the                             |                         | FINESSE<br>SCRAMBLE                                                                       |
|                           |                                           |                            | , ,                                                             | rou the initiative in the situa                      | , ,                                                    |                         | SCIANDEL                                                                                  |
|                           |                                           |                            |                                                                 |                                                      | eammate without marking                                | WILLPOWE                | R                                                                                         |
| •                         | - FAITH - GAMBLING - LUXURY - OBLIGAT     | TON - PLEASURE - STUPOR    | edge. Tell us how you pre                                       | - /                                                  |                                                        | 0 000                   | CONSORT                                                                                   |
| EDGE                      |                                           | ITED - OBSESSED - PARANOID |                                                                 | -                                                    | o resist a consequence from                            | 0 000                   | DEMAND                                                                                    |
|                           | RECKLESS - S                              | SOFT - UNSTABLE - VICIOUS  |                                                                 |                                                      | you <b>gather info</b> rmation or                      |                         | HUSTLE                                                                                    |
| HARM                      |                                           |                            | work on a long-term proj                                        |                                                      |                                                        | 000                     | STUDY                                                                                     |
| пакм                      | HEALING PROJE                             | NEED "                     |                                                                 |                                                      | om you have an intimate                                |                         |                                                                                           |
| - Jadjach                 |                                           | HELP "                     | relationship.                                                   | Tu vs. a target with with                            | oni you nave an munate                                 |                         |                                                                                           |
|                           |                                           |                            | -                                                               | derstand hits and nieces of                          | any dialect, even those you                            | BONUS DIE               |                                                                                           |
| - North                   |                                           | -1D                        | -                                                               | -                                                    | versation despite language                             | PUSH YOU                | IRSELF                                                                                    |
| -ul-                      |                                           | LESS                       | barriers.                                                       |                                                      | versation despite language                             |                         | ge) <b>OR</b> accept a                                                                    |
| 4                         |                                           | EFFECT ARMOR USES          |                                                                 |                                                      | - 4h                                                   | DRAGON'S                | S DEAL                                                                                    |
|                           |                                           |                            |                                                                 | a special ability from an                            | · · · · · · · · · · · · · · · · · · ·                  | ight $\triangle$ E norm | nal 🔷 <b>6</b> heavy                                                                      |
|                           | NOTES                                     | SPECIAL                    | SLY FRIENDS                                                     | ITEMS                                                | •                                                      | $\Box A comm$           |                                                                                           |
|                           |                                           |                            | $\Delta \nabla$ Pop, a drug de                                  |                                                      | cover identity                                         | $\square$ A pistol      | $\square$ $\square$ $\square$ $\square$ $\square$ $\square$ $\square$ $\square$ $\square$ |
|                           |                                           |                            | $\Delta \nabla$ Maynard, a cou                                  | urier and A via                                      | l of stunlock                                          | A quiet weapo           | on                                                                                        |
|                           |                                           |                            | $\Delta \nabla$ Freedom, an se                                  | ecret agent 🔛 Black                                  | mail supplies                                          | A medieval v            | Ammo                                                                                      |
|                           |                                           |                            | $\Delta \nabla$ Jerik, a records                                | clerk E Fine                                         | disguise kit                                           |                         | -                                                                                         |
|                           |                                           |                            | $\Delta \nabla$ Seabass, a pare                                 |                                                      | ealed holdout pistol                                   | Burglary gear           |                                                                                           |
|                           |                                           |                            | KARMA                                                           | Climbing                                             | gear                                                   |                         |                                                                                           |
|                           |                                           |                            |                                                                 | perate action, mark karma in t                       | hat action's attribute.                                | Documents               |                                                                                           |
|                           |                                           |                            | At the end of each session,                                     | for each item below, mark 1                          | karma (in your playbook or an                          | Lighting gear           |                                                                                           |
|                           |                                           |                            |                                                                 | item occurred multiple times                         |                                                        | Reagents                | LOOIS                                                                                     |
|                           |                                           |                            | nge with deception or infor<br>efs, drives, heritage, or backgi |                                                      | Subterfuge su                                          |                         |                                                                                           |
|                           |                                           |                            | s from dystopia, your vice, or                                  |                                                      | Technical too                                          | ls                      |                                                                                           |
|                           |                                           |                            |                                                                 |                                                      | -                                                      |                         |                                                                                           |
|                           |                                           |                            | TEAMWORK                                                        | PLANNING & LOA<br>Choose a <i>plan</i> , provide the | <i>detail</i> . Choose your load limit                 | GATHER INF              | ORMATION                                                                                  |
|                           |                                           |                            | Assist a teammate                                               | for the run.                                         | erenan enouse you rotte mint                           | • What do th            | ey want most?                                                                             |
|                           | PLAYERS BEST PRACTICES                    |                            | Lead a group action                                             | Assault: Point of attack                             | Social: Connection                                     | What should             | d I lookout for?<br>leverage here?                                                        |
| EMBRACE THE RUNNER'S LIFE | ACT NOW, PLAN LATER                       | TAKE RESPONSIBILITY        | Protect a teammate                                              | Deception: Method                                    | Stealth: Entry point                                   | How can I c             |                                                                                           |
| DON'T BE A TROG           | USE YOUR EDGE                             | DO WHAT SOUNDS FUN         | Set up a teammate                                               | Supernatural: Power                                  | Transport: Route                                       | How can I g             | get them to [X]?<br>ly going on here?                                                     |

# **TRIGGER**

Set up a teammate

**A DEADLY MARKSMAN** AND

Supernatural: Power

### STASH

| do one of the following:<br><i>nd what's normal for the</i><br><i>ricochet or arcs.</i><br>arget, you get + <b>1 effect</b> .<br>mouflage, you get + <b>1d</b> to  | <ul> <li>OOO ENGINEER</li> <li>OOO INTERFACE</li> <li>OOO STALK</li> <li>OOO SURVEY</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| or to resist a consequence<br>ing track of someone), or<br>;<br>rms quickly, regardless of<br>ng a barrage of rapid fire.                                          | BODY<br>CREEP<br>COC FIGHT<br>FINESSE<br>COC SCRAMBLE                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| answer is no. You get +1<br>gger: You exacted justice<br>care about. If your crew                                                                                  | WILLPOWEROOOCONSORTODEMANDOHUSTLEOSTUDY                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
| ermanently fill in one of<br>aling recovery rolls.<br>when tracking or fighting<br><i>l control—sapience—swift.</i><br>cial ability for your pet.<br>other source. | <b>BONUS DIE</b> <ul> <li>PUSH YOURSELF</li> <li>(mark 2 edge) OR accept a</li> <li>DRAGON'S DEAL</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
| Load 🚫 3 lig                                                                                                                                                       | ght $\diamondsuit$ <b>5</b> normal $\diamondsuit$ <b>6</b> heavy                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
| litary weapon<br>rms mod<br>pair of pistols<br><i>ined hunting pet</i><br>ial ammo                                                                                 | A comm       Armor         A pistol       +Heavy         A quiet weapon       +Heavy         A nedieval weapon       Ammo         A large weapon       Ammo         An unusual weapon       Image: Compare the second |
| <i>hat action's attribute.</i><br>karma (in your playbook or an<br>ce.<br>round.<br>trauma during the session.                                                     | <ul> <li>Demolition tools</li> <li>Documents</li> <li>Lighting gear</li> <li>Mechanic tools</li> <li>Reagents</li> <li>Subterfuge supplies</li> <li>Technical tools</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| D<br>detail. Choose your load limit                                                                                                                                | GATHER INFORMATION  What do they intend to do? How can I get them to [X]?                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
| Social: Connection Stealth: Entry point                                                                                                                            | <ul> <li>What are they really feeling?</li> <li>Where are they vulnerable?</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| Transport: Route                                                                                                                                                   | <ul> <li>Where did [X] go?</li> <li>How can I find [X]?</li> <li>What's really going on here?</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |

|                                |                                    |                                                | SPECIAL ABILITIES                                          |                                                                                                     |                       |
|--------------------------------|------------------------------------|------------------------------------------------|------------------------------------------------------------|-----------------------------------------------------------------------------------------------------|-----------------------|
| ALIAS(ES)                      | GIVEN NAME                         |                                                | make a ranged attack                                       | u can <b>push yourself</b> t<br>at extreme distance bey<br>ranged trajectories usin                 | yond wh               |
| DIDN? SOURCE LOOK              |                                    |                                                | O Scout: When you g                                        | gather info to locate a repared position or use                                                     | target,               |
| HERITAGE: AFRI                 | CA - ASIA - AMERICAS - EURO        | PE - OCEANIA - OTHER                           | O <b>Focused:</b> You may e of surprise or mental <b>h</b> | expend your <b>special arn</b><br>n <b>arm</b> (fear, confusion, le<br>anged combat or trackin      | osing tra             |
| BACKGROUND: ACADEMIC - CORPOR  | ATE - LABOR - LAW - MEDIA - MILITA | ARY - TRADE - UNDERWORLD                       | O <b>Gun Control:</b> You ca<br>weapon type. You gain      | an draw and reload fire<br>potency when unleash                                                     | earms qu<br>ning a ba |
| VICE/SOURCE: DEVIANT - FAITH - | GAMBLING - LUXURY - OBLIGATI       | ON - PLEASURE - STUPOR                         |                                                            | harsh experience or <b>tra</b><br>7, hungry, or thirsty, the                                        | -                     |
| EDGE                           | TRAUMA<br>COLD - HAUN              | TED - OBSESSED - PARANOID                      | edge box.                                                  |                                                                                                     |                       |
|                                |                                    | OFT - UNSTABLE - VICIOUS                       | - 0                                                        | an additional <b>karma t</b>                                                                        | 00                    |
| HARM                           | HEALING PROJE                      |                                                |                                                            | <b>n</b> ed you or someone yo<br>ce, also mark <b>crew karı</b>                                     |                       |
| - J-apat-                      |                                    | NEED                                           | O Resilient: You reco                                      | ver from <b>harm</b> faster.                                                                        | Permar                |
|                                |                                    |                                                | your <b>healing</b> clock seg                              | gments. You get + <b>1d</b> to <b>h</b>                                                             | ealing                |
| - Al-Al-                       |                                    | -1D                                            |                                                            | unting pet gains <b>potenc</b>                                                                      | -                     |
|                                |                                    | LESS<br>EFFECT ARMOR USES                      | 0 0                                                        | ains a special ability: <i>cro</i> ı<br>o choose an additional sj                                   |                       |
|                                | <u> </u>                           | ARMOR USES                                     |                                                            | t a special ability from a                                                                          | -                     |
|                                |                                    | HEAVY                                          | DEADLY FRIENDS                                             | ITEMS                                                                                               |                       |
| NC                             | DTES                               | SPECIAL                                        | $\triangle \nabla$ Flex, private set                       | ecurity IIIII N                                                                                     | Military              |
|                                |                                    | FIREARMS MOD                                   | $\Delta \nabla$ Vane, a spy                                | 🖽 Fire                                                                                              | earms n               |
|                                |                                    | <ul> <li>Laser Sight</li> <li>Scope</li> </ul> | $\Delta \nabla$ Dr. Maple, a st                            | treet doc 💠 🖽 Fine                                                                                  | e pair c              |
|                                |                                    | ↔ Scope<br>♦ Silencer                          | $\Delta \nabla$ Mr. Victor Bates                           | s, an executive $\blacksquare A t$                                                                  | rained                |
|                                |                                    | ♦ Stabilizer                                   | $\Delta \nabla$ Longarm, a bo                              | ounty hunter 💠 Spe                                                                                  | ecial an              |
|                                |                                    | SPECIAL AMMO                                   | KARMA                                                      |                                                                                                     |                       |
|                                |                                    | ◆ AP ammo                                      | At the end of each session                                 | <i>sperate action, mark karma il</i><br>, for each item below, mark<br>: item occurred multiple tim | 1 karma               |
|                                |                                    |                                                |                                                            | enge with tracking or viole                                                                         |                       |
|                                |                                    | ◆ Frangible ammo                               | • You expressed your beli                                  | iefs, drives, heritage, or back<br>es from dystopia, your vice, c                                   | ground.               |
|                                |                                    |                                                | TEAMWORK                                                   | PLANNING & LO                                                                                       | AD                    |
|                                |                                    |                                                | Assist a teammate                                          | Choose a <i>plan</i> , provide the for the run.                                                     | he <i>detail</i> .    |
| PLA                            | YERS BEST PRACTICES                |                                                | Lead a group action                                        | Assault: Point of attac                                                                             | ck <b>So</b>          |
| EMBRACE THE RUNNER'S LIFE      | ACT NOW, PLAN LATER                | TAKE RESPONSIBILITY                            | Protect a teammate                                         | Deception: Method                                                                                   | Ste                   |

DO WHAT SOUNDS FUN

USE YOUR EDGE

DON'T BE A TROG

CREW

1

**ADEPT** 

**A MYSTIC** DD A CTITIONED

| STASH |  |  |  |  |  |  |  |  |
|-------|--|--|--|--|--|--|--|--|
|       |  |  |  |  |  |  |  |  |
|       |  |  |  |  |  |  |  |  |
|       |  |  |  |  |  |  |  |  |

|                                                                                                                                                                                     |                                       | CREW                          |                                                                             | 10 A 4 A 4                                                                                                            | KΔ                                                                     |                                                                                     | H                                     |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------|-------------------------------|-----------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------|-------------------------------------------------------------------------------------|---------------------------------------|
|                                                                                                                                                                                     |                                       |                               | ADEPT FEATS                                                                 |                                                                                                                       |                                                                        | NUYEN 🗆 🛛                                                                           |                                       |
| ALIAS(ES)                                                                                                                                                                           | GIVEN NAME                            |                               | a feat of acrobatics that<br>enemies so they mistaken                       |                                                                                                                       | maneuver to confuse your                                               | INTUITION           0         000           0         0000           0         0000 | ENGINEER<br>INTERFACE<br>STALK        |
| IDN? SOURCE                                                                                                                                                                         | OOK                                   |                               | of physical force that very footing in close combat.                        | <b>sh yourself</b> to do one of the<br>ges on the superhuman—eng<br>re's a question about who ac                      | rage a small team on equal                                             | 0 000                                                                               | SURVEY                                |
| HERITAGE:                                                                                                                                                                           | AFRICA - ASIA - AMERICAS - EUI        |                               | (two characters with Ref<br>O Adept Senses: Mark<br>minutes. Detect subtle  | lexes act simultaneously).<br><b>1 edge</b> to perceive beyond<br>environmental changes<br>presence of danger, become | normal limits for several<br>(temperature, frequency,                  | BODY<br>0 000<br>0 000                                                              | CREEP<br>FIGHT                        |
| BACKGROUND: ACADEMIC - C                                                                                                                                                            | CORPORATE - LABOR - LAW - MEDIA - MIL |                               | O Autonomic Control<br>autonomic response for<br>detector test, ignore pain | : Mark <b>1 edge</b> to control<br>several minutes. Feign dea<br>h, hold your breath with imp                         | your vital functions and<br>th convincingly, fool a lie<br>unity, etc. |                                                                                     | FINESSE<br>SCRAMBLE                   |
| VICE/SOURCE: DEVIANT - F                                                                                                                                                            | AITH - GAMBLING - LUXURY - OBLIGA     | ATION - PLEASURE - STUPOR     |                                                                             | can perform significant alter                                                                                         |                                                                        |                                                                                     |                                       |
| EDGE                                                                                                                                                                                |                                       | JNTED - OBSESSED - PARANOID   |                                                                             | alt to recognize for several m<br>edge for each special feature                                                       |                                                                        | 0000                                                                                | CONSORT                               |
|                                                                                                                                                                                     | $\wedge \wedge \wedge \bullet$        | - SOFT - UNSTABLE - VICIOUS   | (an hour, a few hours, etc<br>alteration.                                   | c)—complete appearance cha                                                                                            | inge—accompanying voice                                                |                                                                                     | DEMAND<br>HUSTLE<br>STUDY             |
| HARM                                                                                                                                                                                | HEALING PRO                           |                               |                                                                             | can infuse your hands, mele<br><b>potency</b> in combat against                                                       |                                                                        |                                                                                     | 31001                                 |
| -happed-                                                                                                                                                                            |                                       | NEED "                        | choose this ability again                                                   | to choose an elemental ene                                                                                            | ergy type you wield when                                               |                                                                                     |                                       |
| apat                                                                                                                                                                                |                                       | -1D                           | electricity—air.                                                            | y mark <b>1 edge</b> to use it as a ra                                                                                |                                                                        | BONUS DIE                                                                           |                                       |
|                                                                                                                                                                                     |                                       |                               |                                                                             | You may roll the <b>Assense</b> acti<br>(up a number of times in sum                                                  |                                                                        | PUSH YOU                                                                            | IRSELF<br>Ige) OR accept a            |
|                                                                                                                                                                                     |                                       | LESS<br>EFFECT ARMOR USES     | each time gaining (choose                                                   | e one) a secret art of Magic or a                                                                                     | n additional dot in Assense.                                           | DRAGON'S                                                                            |                                       |
|                                                                                                                                                                                     |                                       |                               |                                                                             | t a special ability from ano                                                                                          | •                                                                      |                                                                                     |                                       |
|                                                                                                                                                                                     | NOTES                                 | HEAVY                         | STRANGE FRIENDS                                                             | ITEMS                                                                                                                 | Load $\langle 3   l \rangle$                                           | ight 🔷 5 norm                                                                       | nal 🔷 <b>6</b> heavy                  |
|                                                                                                                                                                                     | NOTES                                 | SPECIAL                       | $\Delta \nabla$ Spike, a dojo o                                             | owner E Fine n                                                                                                        | nystic body art                                                        | □ A comm<br>□ A pistol                                                              | Armor                                 |
|                                                                                                                                                                                     |                                       | ADEDT MAVS                    | $\Delta \nabla$ Rayden, a park                                              | ourist 💠 🖽 Fine                                                                                                       | e mystic blade                                                         | A quiet weapo                                                                       | on                                    |
|                                                                                                                                                                                     |                                       | ADEPT WAYS                    | $\Delta \nabla$ Ty, a mastermi                                              | ind                                                                                                                   |                                                                        | A medieval v                                                                        |                                       |
|                                                                                                                                                                                     |                                       | Body                          | $\Delta \nabla$ Royd, a fanation                                            | 2                                                                                                                     |                                                                        |                                                                                     |                                       |
|                                                                                                                                                                                     |                                       |                               | $\Delta \nabla$ Roz, a professo                                             | or                                                                                                                    |                                                                        | Burglary gear                                                                       | ·                                     |
|                                                                                                                                                                                     |                                       | ADEPT DRAWBACKS               | KARMA                                                                       |                                                                                                                       |                                                                        | Climbing                                                                            | gear<br>on tools                      |
|                                                                                                                                                                                     |                                       | Expensive                     | • Everytime you roll a des                                                  | sperate action, mark karma in th                                                                                      | at action's attribute.                                                 | Documents                                                                           |                                       |
|                                                                                                                                                                                     |                                       | Loud                          |                                                                             | , for each item below, mark 1 k<br>item occurred multiple times.                                                      | arma (in your playbook or an                                           | Lighting gear                                                                       |                                       |
|                                                                                                                                                                                     |                                       | Taxing                        |                                                                             | enge with athleticism or myst                                                                                         | ical power.                                                            | Reagents                                                                            |                                       |
|                                                                                                                                                                                     |                                       |                               |                                                                             | iefs, drives, heritage, or backgro                                                                                    | -                                                                      | Subterfuge su                                                                       |                                       |
|                                                                                                                                                                                     |                                       |                               | <ul> <li>You struggled with issue</li> </ul>                                | es from dystopia, your vice, or tr                                                                                    | auma during the session.                                               |                                                                                     |                                       |
| • Practitioner of the Way:                                                                                                                                                          | Choose an adept way and an adept dra  | whack. You may roll to resist | TEAMWORK                                                                    | PLANNING & LOAD                                                                                                       |                                                                        |                                                                                     |                                       |
| • <b>Practitioner of the Way:</b> Choose an adept way and an adept drawback. You may roll to resist supernatural consequences with Body. You can never become Awakened or Emergent. |                                       |                               | Assist a teammate                                                           | for the run.                                                                                                          |                                                                        |                                                                                     | FORMATION<br>stical or weird here?    |
|                                                                                                                                                                                     | PLAYERS BEST PRACTICES                |                               | Lead a group action                                                         | Assault: Point of attack                                                                                              | Social: Connection                                                     |                                                                                     | they vulnerable?<br>Id I lookout for? |
| EMBRACE THE RUNNER'S LIFE                                                                                                                                                           | ACT NOW, PLAN LATER                   | TAKE RESPONSIBILITY           | Protect a teammate                                                          | Deception: Method                                                                                                     | Stealth: Entry point                                                   | <ul> <li>How can I t</li> <li>What do th</li> </ul>                                 | traverse [X]?<br>ney intend to do?    |
| DON'T BE A TROG                                                                                                                                                                     | USE YOUR EDGE                         | DO WHAT SOUNDS FUN            | Set up a teammate                                                           | Supernatural: Power                                                                                                   | Transport: Route                                                       | How can I r                                                                         |                                       |
|                                                                                                                                                                                     |                                       |                               |                                                                             |                                                                                                                       |                                                                        |                                                                                     |                                       |

| PLAYERS BEST PRACTICES |
|------------------------|
|------------------------|

| EMBRACE THE RUNNER'S LIFE | ACT NOW, PLAN LATER |    | TAKE | RESPONSIE | BILITY |
|---------------------------|---------------------|----|------|-----------|--------|
| DON'T BE A TROG           | USE YOUR EDGE       | DO | WHAT | SOUNDS    | FUN    |

# RUNNERS IN THE S

STASH

• How can I reveal [X]? • What's really going on here?

|                           | THE SHADOWS                                                                             | CREW                                                                             | MAGIC                                                                                                             | IAN PR                                                                                                                                                                                                 | I ARCANE<br>ACTITIONER                                                                                |                                                                                                                                                                                                           |                                           |
|---------------------------|-----------------------------------------------------------------------------------------|----------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------|
|                           |                                                                                         |                                                                                  | SECRET ARTS OF MA                                                                                                 | GIC                                                                                                                                                                                                    |                                                                                                       | NUYEN 🗆                                                                                                                                                                                                   |                                           |
| ALIAS(ES)                 | GIVEN NAME<br>Dok                                                                       |                                                                                  | before you and obey a<br>astral entity you summo<br>O <b>Iron Will:</b> You're im                                 | Assense to force a nearb<br>command you give it. You<br>on or attempt to conjure (th<br>umune to the terror that so                                                                                    | u are never terrified by a<br>nough your allies may be).<br>ome supernatural entities                 | INTUITION           O         OOO           O         OOO | ENGINEER<br>INTERFACE<br>STALK<br>SURVEY  |
|                           |                                                                                         |                                                                                  | ,<br>,                                                                                                            | ou make a <b>resistance</b> roll w<br>the secret methods to activ                                                                                                                                      | -                                                                                                     |                                                                                                                                                                                                           | $\frown$                                  |
| HERITAGE:                 | AFRICA - ASIA - AMERICAS - EURO                                                         | PE - OCEANIA - OTHER                                                             | through your body to ca<br>a supernatural effect. Y                                                               | ast spells. You can <b>Study</b> a<br>ou begin with two spells a                                                                                                                                       | spell formula to summon<br>llready learned.                                                           | <b>BODY</b><br>0 000<br>0 000                                                                                                                                                                             | CREEP<br>FIGHT                            |
| BACKGROUND: ACADEMIC - CC | ORPORATE - LABOR - LAW - MEDIA - MILITA                                                 | ARY - TRADE - UNDERWORLD                                                         | consequence, or to <b>pu</b> arcane forces.                                                                       | expend your <b>special arı</b><br><b>ısh yourself</b> when you e                                                                                                                                       | employ or contend with                                                                                |                                                                                                                                                                                                           | FINESSE                                   |
| VICE/SOURCE: DEVIANT - FA | $\wedge \cdot \wedge \cdot$                                                             | ION - PLEASURE - STUPOR<br>TED - OBSESSED - PARANOID<br>OFT - UNSTABLE - VICIOUS | with arcane features. You<br>magical focus or alchemi<br>O Astral Mind: You're<br>You get +1d to gather i         | w the ancient methods to <b>i</b><br>a can <b>Study</b> a design (or creatical. You begin with one spe<br>a always aware of astral e<br>a <b>nfo</b> about the arcane by a                             | ate a new one) to produce a<br>cial design already known.<br>entities in your presence.<br>any means. | WILLPOWE         0       000         0       000         0       000         0       000         0       000                                                                                              | R<br>CONSORT<br>DEMAND<br>HUSTLE<br>STUDY |
| HARM                      | HEALING PROJE                                                                           | CT CLOCK<br>NEED<br>HELP                                                         | powers, forgotten men                                                                                             | ou know the secret ways<br>ator spirits, or devils. Onc<br><b>nand</b> cultists who worshi                                                                                                             | ce you've consorted with                                                                              |                                                                                                                                                                                                           | ASSENSE                                   |
| -drah-                    |                                                                                         | -1D<br>LESS<br>EFFECT ARMOR USES<br>ARMOR                                        | "see" a small room across<br>project, plus <b>1 edge</b> for ea<br><i>the country, etc)—you can b</i>             | the district as if it were nea                                                                                                                                                                         | ner (across the sprawl, across<br>r (a few minutes, an hour, etc.).                                   | <b>BONUS DIE</b><br><b>PUSH YOU</b><br>(mark 2 ed<br><b>DRAGON</b> 'S                                                                                                                                     | <b>IRSELF</b><br>Ige) <b>OR</b> accept a  |
|                           |                                                                                         | HEAVY                                                                            | ARCANE FRIENDS                                                                                                    | ITEMS                                                                                                                                                                                                  | A                                                                                                     | ight <b>()5</b> norm                                                                                                                                                                                      | nal 🔷 <b>6</b> heavy                      |
|                           | NOTES                                                                                   | SPECIAL ARCANE METHODS                                                           | $\triangle \nabla$ Roz, a free spin<br>$\triangle \nabla$ Vladimir, a van                                         |                                                                                                                                                                                                        | sensing focus                                                                                         | A comm<br>A pistol<br>A quiet weapo                                                                                                                                                                       | Armor<br>Heavy                            |
|                           |                                                                                         | ☐ Hermetic<br>☐ Shamanic<br>☐ New Age<br>☐ Denial                                |                                                                                                                   | gon III Arcan<br>III Arcan<br>III A pa                                                                                                                                                                 | ne reagents<br><i>racritter</i><br>spell focus                                                        | A medieval v<br>A medieval v<br>A large w<br>An unusual v<br>Burglary gear                                                                                                                                | veapon<br>veapon Ammo<br>veapon I<br>r I  |
|                           | ne method, and a number of drawbacks as o                                               |                                                                                  | At the end of each session,<br>attribute) or 2 karma if that<br>You addressed a challe<br>You expressed your beli | perate action, mark karma in the<br>for each item below, mark 1<br>item occurred multiple times.<br>The with knowledge or mag<br>efs, drives, heritage, or backgro<br>s from dystopia, your vice, or t | karma (in your playbook or an<br>ical power.<br>ound.                                                 |                                                                                                                                                                                                           | n tools<br>r<br>tools<br>upplies          |
|                           | nces with Willpower. You may choose the A<br>1 karma on the Willpower track. You may to |                                                                                  | TEAMWORK                                                                                                          | PLANNING & LOAI                                                                                                                                                                                        | D                                                                                                     | 00                                                                                                                                                                                                        |                                           |
| -                         | advance. You can never become Emergent                                                  |                                                                                  | Assist a teammate                                                                                                 |                                                                                                                                                                                                        | detail. Choose your load limit                                                                        |                                                                                                                                                                                                           | FORMATION                                 |
|                           | DI AVEDE DECT DD ACTICES                                                                |                                                                                  | Lead a group action                                                                                               | Assault: Point of attack                                                                                                                                                                               | Social: Connection                                                                                    | 🕈 What's on t                                                                                                                                                                                             | ane or weird here?<br>the astral plane?   |
| EMBRACE THE RUNNER'S LIFE | PLAYERS BEST PRACTICES<br>ACT NOW, PLAN LATER                                           | TAKE RESPONSIBILITY                                                              | Protect a teammate                                                                                                | Deception: Method                                                                                                                                                                                      | Stealth: Entry point                                                                                  | What do th                                                                                                                                                                                                | den or lost here?<br>ey intend to do?     |
|                           | ACTIVOV, I LAIV LAILK                                                                   |                                                                                  | •                                                                                                                 |                                                                                                                                                                                                        |                                                                                                       | What drives                                                                                                                                                                                               | s them to do this?                        |

| EMBRACE THE RUNNER'S LIFE | ACT NOW, PLAN LATER |    | TAKE | RESPONSIE | BILITY |
|---------------------------|---------------------|----|------|-----------|--------|
| DON'T BE A TROG           | USE YOUR EDGE       | DO | WHAT | SOUNDS    | FUN    |

| Lead a group action |
|---------------------|
| Protect a teammate  |
| Set up a teammate   |

|   | Supernatural: Power      | Transport: Route                      |
|---|--------------------------|---------------------------------------|
|   | Deception: Method        | Stealth: Entry point                  |
| n | Assault: Point of attack | Social: Connection                    |
|   | for the run.             | , , , , , , , , , , , , , , , , , , , |

**TECHNOMANCER** AN EMERGENT PRACTITIONER

|                                |                                |                             | SECRET ARTS OF TECHNOMANCY                                                                                                                                          |                                        | NUYEN 🗆 [                                                                         |                                |
|--------------------------------|--------------------------------|-----------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------|-----------------------------------------------------------------------------------|--------------------------------|
| ALIAS(ES)                      | GIVEN NAME                     |                             | O <b>Compiler:</b> You can <b>Attune</b> with cyle<br>entity to appear before you and obey<br>jacked by an emergent entity that you<br>(though your allies may be). | an order you give it. You are never    | INTUITION           0         000           0         000           0         000 | ENGINEER<br>INTERFACE<br>STALK |
| IDN? SOURCE LOOK               |                                |                             | O Editor: You may expend your spe                                                                                                                                   | ecial armor to resist an emergent      |                                                                                   | SURVEY                         |
|                                |                                |                             | consequence, or to <b>push yourself</b> to con                                                                                                                      |                                        | 000.                                                                              | Saltver                        |
|                                |                                |                             | O Emergent Mind: You're always awa                                                                                                                                  |                                        | BODY                                                                              | $\square$                      |
| HERITAGE: AFRI                 | CA - ASIA - AMERICAS - EU      | ROPE - OCEANIA - OTHER      | presence. Take +1d whenever you gather                                                                                                                              | <b>o j j</b>                           | 0 000                                                                             | CREEP                          |
|                                |                                |                             | O Dead Zone: Your consciousness di                                                                                                                                  |                                        |                                                                                   | FIGHT                          |
|                                |                                |                             | to do one of the following: <i>turn it of</i><br><i>instead—your team's signals cannot b</i>                                                                        |                                        |                                                                                   | FINESSE                        |
| BACKGROUND: ACADEMIC - CORPOR  | ATE - LABOR - LAW - MEDIA - MI | LITARY - TRADE - UNDERWORLD | O <b>Threader:</b> You know the secret met                                                                                                                          | •                                      |                                                                                   | SCRAMBLE                       |
|                                |                                |                             | to cast emergent spells (threads). You o                                                                                                                            | 1 0                                    |                                                                                   |                                |
|                                |                                |                             | summon an emergent effect. You begin                                                                                                                                | n with two threads already learned.    | WILLPOWE                                                                          | R                              |
| VICE/SOURCE: DEVIANT - FAITH - |                                | ATION - PLEASURE - STUPOR   | O Instancer: You know the secret me                                                                                                                                 |                                        | 0 000                                                                             | CONSORT                        |
| EDGE                           | TRAUMA<br>COLD - HA            | UNTED - OBSESSED - PARANOID | with emergent features. You can <b>Stud</b><br>produce an emergent focus or widget                                                                                  |                                        | 0 000                                                                             | DEMAND                         |
|                                |                                | - SOFT - UNSTABLE - VICIOUS | already known.                                                                                                                                                      | . Tou begin with one special design    | 0 000                                                                             | HUSTLE                         |
|                                | •                              |                             | O Emergent Occultist: You know                                                                                                                                      | the secret ways to <b>Consort</b> with | 000                                                                               | STUDY                          |
| HARM                           | HEALING PRO                    |                             | artificial intelligence, paragon sprites,                                                                                                                           | , or gremlins. Once you've consorted   |                                                                                   |                                |
| -laster-                       |                                | NEED<br>HELP                | with one, you get <b>+1d</b> to <b>Demand</b> cult                                                                                                                  | 1                                      |                                                                                   | ATTUNE                         |
|                                |                                |                             | O Emergent Proxy: You may proxy yo                                                                                                                                  |                                        | BONUS DIE                                                                         |                                |
| when                           |                                | -1D                         | realms to go online as if you are some <b>2 edge</b> when you project, plus <b>1 edge</b>                                                                           |                                        |                                                                                   |                                |
|                                |                                | LESS                        | (across the city, across the region, etc)                                                                                                                           |                                        |                                                                                   | lge) <b>OR</b> accept a        |
|                                |                                | EFFECT ARMOR USES           | originating there—it lasts longer (a few                                                                                                                            | minutes, an hour, etc.).               | DRAGON'S                                                                          |                                |
|                                |                                |                             | 000 <b>Veteran</b> : Select a special ability                                                                                                                       | ty from another source.                | _                                                                                 |                                |
|                                |                                | HEAVY                       | EMERGENT FRIENDS                                                                                                                                                    | ITEMS Load 🔷 3 /                       | light 🔷 5 norm                                                                    | nal 🔷 <b>6</b> heavy           |
| NO                             | TES                            | SPECIAL                     | $\Delta \nabla$ Layne, a free sprite                                                                                                                                | Fine filtering focus                   | A comm                                                                            | Armor                          |
|                                |                                | EMERGENT METHODS            | $\Delta \nabla$ Links, a machinist                                                                                                                                  | E Fine fake cyberdeck                  | A pistol                                                                          | - +Heav                        |
|                                |                                | Dissonant                   | $\Delta \nabla$ Traveller, an artificial intelligence                                                                                                               | -                                      |                                                                                   | weapon                         |
|                                |                                | Resonant                    |                                                                                                                                                                     |                                        | A large w                                                                         | veapon Ammo                    |
|                                |                                | Convergent                  | $\Delta \nabla$ Phreak, a techno-cultist                                                                                                                            | A technocritter                        | An unusual w                                                                      |                                |
|                                |                                | Denial                      | riangle V Ultra, an iconographer                                                                                                                                    | Fine threading focus                   |                                                                                   | gear                           |
|                                |                                | EMERGENT DRAWBACKS          | KARMA                                                                                                                                                               |                                        | Demolitio                                                                         |                                |
|                                |                                | Anomalous                   | • Everytime you roll a desperate action, ma                                                                                                                         |                                        |                                                                                   |                                |
|                                |                                | Obsolete                    | At the end of each session, for each item be attribute) or 2 karma if that item occurred m                                                                          |                                        | Lighting gear                                                                     |                                |
|                                |                                | Rigorous                    | <ul> <li>You addressed a challenge with knowle</li> </ul>                                                                                                           | •                                      | Reagents                                                                          |                                |
|                                |                                | Tracked                     | <ul> <li>You expressed your beliefs, drives, heritage</li> </ul>                                                                                                    | с .                                    | Subterfuge su                                                                     | upplies                        |

CREW

**Emergent:** Choose an emergent method and a number of drawbacks as directed by your choice. You may • roll to resist emergent consequences with Willpower. You may choose to roll the Attune action. When you roll a desperate Attune action, mark 1 karma on the Willpower track. You may take additional action dots in the Attune action as a Willpower advance. When there is a question whether you are online or not, the answer is yes (you can mark 1 edge to ignore this for a time). You can never become Awakened or a Practitioner of the Way.

#### **PLAYERS BEST PRACTICES**

| EMBRACE THE RUNNER'S LIFE | ACT NOW, PLAN LATER |    | TAKE | RESPONSIE | BILITY |
|---------------------------|---------------------|----|------|-----------|--------|
| DON'T BE A TROG           | USE YOUR EDGE       | DO | WHAT | SOUNDS    | FUN    |

### Assist a teammate Lead a group action Protect a teammat Set up a teammate

**TEAMWORK** 

|     | PLANNING & LOAD                                                                        |                      |  |  |  |  |  |
|-----|----------------------------------------------------------------------------------------|----------------------|--|--|--|--|--|
| e   | Choose a <i>plan</i> , provide the <i>detail</i> . Choose your load limit for the run. |                      |  |  |  |  |  |
| ion | Assault: Point of attack                                                               | Social: Connection   |  |  |  |  |  |
| te  | Deception: Method                                                                      | Stealth: Entry point |  |  |  |  |  |
| e   | Supernatural: Power                                                                    | Transport: Route     |  |  |  |  |  |

• You struggled with issues from dystopia, your vice, or trauma during the session.

#### $\Box \Box$ **GATHER INFORMATION**

Technical tools

STASH

- What is emergent or weird here?
- What is online here?
- What's hidden or corrupted here?
- What do they intend to do?
- What drives them to do this?
- How can I reveal [X]? • What's really going on here?

| RUNNERS IN THE                   | <b>SHADOWS</b>                | CREW                                                        | BLANK                                                                                      |                                                    | A BLANK PLAYBOOK                              |                                                                   | ASH                                      |
|----------------------------------|-------------------------------|-------------------------------------------------------------|--------------------------------------------------------------------------------------------|----------------------------------------------------|-----------------------------------------------|-------------------------------------------------------------------|------------------------------------------|
|                                  |                               |                                                             | SPECIAL ABILITIES                                                                          |                                                    |                                               | NUYEN 🗆                                                           |                                          |
|                                  | GIVEN NAM                     | E                                                           | 0                                                                                          |                                                    |                                               | INTUITION 0 000 0 000 0 000 0 000                                 | ENGINEER<br>INTERFACE<br>STALK           |
| DIDN? SOURCE LOOK                |                               |                                                             |                                                                                            |                                                    |                                               | 0 000                                                             | SURVEY                                   |
| HERITAGE: AFRIC                  | A - ASIA - AMERICAS - EU      | IROPE - OCEANIA - OTHER                                     | 0                                                                                          |                                                    |                                               | <b>BODY</b><br>0 000                                              | CREEP<br>FIGHT                           |
| BACKGROUND: ACADEMIC - CORPORA   | ATE - LABOR - LAW - MEDIA - M | ILITARY - TRADE - UNDERWORLD                                | 0                                                                                          |                                                    |                                               |                                                                   | FINESSE                                  |
| VICE/SOURCE: DEVIANT - FAITH - ( | GAMBLING - LUXURY - OBLIC     | ATION - PLEASURE - STUPOR                                   | 0                                                                                          |                                                    |                                               | WILLPOWE                                                          | R 🕅                                      |
|                                  | $\wedge$                      | AUNTED - OBSESSED - PARANOID<br>- SOFT - UNSTABLE - VICIOUS | 0                                                                                          |                                                    |                                               |                                                                   | CONSORT<br>DEMAND<br>HUSTLE              |
| HARM                             | HEALING PRO                   | DJECT CLOCK                                                 | 0                                                                                          |                                                    |                                               |                                                                   | STUDY                                    |
| -d-d-                            |                               | -1D<br>LESS<br>EFFECT ARMOR USES                            | 0                                                                                          |                                                    |                                               | <b>BONUS DIE</b><br><b>PUSH YO</b><br>(mark 2 ec<br><b>DRAGON</b> | <b>URSELF</b><br>dge) <b>OR</b> accept a |
|                                  |                               | ARMOR<br>HEAVY                                              | 000 Veteran: Select                                                                        | 1 2                                                |                                               | light $\land$ 5 por                                               | nal 🔷 <b>6</b> heavy                     |
|                                  | NOTES                         | SPECIAL                                                     | $\overrightarrow{FRIENDS}$                                                                 |                                                    |                                               | $\square A \ comm$                                                |                                          |
|                                  |                               |                                                             | $\Delta \nabla$                                                                            |                                                    |                                               | A pistol                                                          | +Heavy                                   |
|                                  |                               |                                                             | $\Delta \nabla$                                                                            |                                                    |                                               | A quiet weap                                                      | weapon                                   |
|                                  |                               |                                                             | $\Delta \nabla$                                                                            |                                                    |                                               | A large v                                                         | Ammo                                     |
|                                  |                               |                                                             |                                                                                            |                                                    |                                               | An unusual v                                                      | · · · · · · · · · · · · · · · · · · ·    |
|                                  |                               |                                                             |                                                                                            | ::                                                 |                                               | Climbing                                                          | gear                                     |
|                                  |                               |                                                             | • Everytime you roll a des<br>At the end of each session,<br>attribute) or 2 karma if that | , for each item below, m<br>item occurred multiple | ark 1 karma (in your playbook or ar<br>times. | Demolitie<br>Documents<br>Lighting gea                            | r                                        |
|                                  |                               |                                                             | <ul> <li>You addressed a challe</li> <li>You expressed your believed</li> </ul>            | -                                                  | 0r<br>ackground.                              | Subterfuge s                                                      |                                          |
|                                  |                               |                                                             |                                                                                            | •                                                  | e, or trauma during the session.              | Technical too                                                     | ols                                      |
|                                  |                               |                                                             | TEAMWORK                                                                                   | PLANNING & L                                       |                                               |                                                                   |                                          |
|                                  |                               |                                                             | Assist a teammate                                                                          | Choose a <i>plan</i> , provic<br>for the run.      | le the <i>detail</i> . Choose your load limit |                                                                   | <b>FORMATION</b><br>ney intend to do?    |
| PLAY                             | ERS BEST PRACTICES            |                                                             | Lead a group action                                                                        | Assault: Point of at                               | tack Social: Connection                       | How can I                                                         | get them to [X]?<br>hey really feeling?  |
| EMBRACE THE RUNNER'S LIFE        | ACT NOW, PLAN LATER           | TAKE RESPONSIBILITY                                         | Protect a teammate                                                                         | Deception: Method                                  | d <b>Stealth</b> : Entry point                | What shou                                                         | ld I lookout for?<br>e weakness here?    |
| DON'T BE A TROG                  | USE YOUR EDGE                 | DO WHAT SOUNDS FUN                                          | Set up a teammate                                                                          | Supernatural: Pow                                  | er Transport: Route                           | How can I                                                         |                                          |

### **STANDARD ITEMS**

A Comm: An advanced computing device with communication software, a touchscreen, and a multi-band transceiver suitable for hosting networks and accessing cyberspace. [ ] *Your first comm is zero LOAD, but each additional comm you carry as a backup takes up 1 LOAD.* 

A Pistol: A heavy pistol, semi-automatic, and loaded with a magazine containing enough ammunition for a quick murder or escape. Devastating at speaking distance, and quick to reload. [\_\_\_\_] Something that a respectable cyberpunk citizen might carry.

A Quiet Weapon: A lightweight weapon which makes little noise during use or while carried. A small set of throwing knives. A blowgun and darts. [\_\_\_]

A Medieval Weapon: A handheld weapon designed for brutal melee. A set of brass knucks. A Haitian Slugger baseball bat. A serrated sawblade. [ ]

A Large Weapon: A weapon meant for two hands. A battle axe, katana, warhammer, or polearm. A hunting rifle. A shotgun. A bow or crossbow. [\_\_\_]

An Unusual Weapon: An Unusual Weapon: A curiosity or tool turned into a weapon. A coiled whip, a gardening shovel, a length of chain, a razor-edged fan, a commercial bug sprayer, steel-toed boots. [ ]

**Ammo:** A bunch of extra ammunition. Extra sets of throwing knives, arrows, bullets. [ *each*]

Armor: An armored jacket or reinforced leather duster plus protective gloves and boots.

+**Heavy:** The addition of bulletproof vest, kevlar plating, and helmet. Or a riot shield. [\_\_\_]. *The* **LOAD** *for heavy armor is in addition to normal armor*—**4 LOAD** *total. Makes you look dangerous and ready for trouble.* 

**Burglary Gear:** An autopicker. A maglock sequencer. A programmable keycard. A suction-cup glass cutter. A small pry-bar. Vial of lubricant for squeaky hinges. [ ]

**Climbing Gear:** Grappling hooks. Magnetic shoe pads. Suction cup gloves. Carbiners and crampons. [ ] *Secure rigging for assisted climbing maneuvers.* 

**Documents:** Access to a database of short articles by reputable bloggers, including a registry of the corporate elite, infamous security personnel, and other notable citizens. A suite of dictation and wordprocessing software and a few sheets of blank digital paper. A number of interesting maps. [ ]

**Demolition Tools:** Impact drill and power packs. A miniwelder and large fuel tank. Heavy-duty crowbar. Pneumatic bolt cutter. [ ]

**Lighting Gear:** A string of work lights, kinetically-charging flashlight or lantern, adjustable headlamp, or other light source.

**Mechanical Tools:** A set of heavy tools for working on machinery: gas-powered jack stands, heavy clamps, air compressor, large screwdrivers & wrenches, heavy nuts & bolts, etc. [ ]

**Reagents:** Arcane or emergent reagents (choose one) that contain some concentrated essence. Rendered inert and dissipate upon consumption by a magician or technomancer. The limitations on their form depend on the type you choose. Further detail can be found in the Strange Forces chapter. [ ]

**Subterfuge Supplies:** A theatrical makeup kit and costume jewelry. A vial of concentrated pheromones. A subvocal communicator and a janitor outfit. A database of blank license templates, ready for the forger's hand. A reversible trenchcoat and distinctive hat. A common skillchip. A tag eraser. [ ]

**Technical Tools:** A basic set of tools for detailed mechanical or electrical work: soldering iron, spools of wire, small hammer, pliers, precision screwdrivers & wrenches, a small case containing assorted fasteners, etc. [ ]

### **KINGSTON: VICE PURVEYORS**

#### FAITH

• **Dog**, mentor spirit, Gutter Park, Southside Trench Town.

• Mother Maya, the Catholic Church, New Kingston.

• **Ixis,** the Arcology Projects, Northside Trench Town.

• Anne Berlin, Buddhislam Worship Center, Havendale.

♦ Priestess Barbarosa, Tinsen Pen Worship Center, Constant Spring.

#### GAMBLING

• Spugface's dice game, Trench Town alleys.

• The Hammer, Robbo's Cage, docks, Kingston Parish.

• **Ronnie,** Fantasy Towers casino, New Kingston.

• Sea Bass, drone racing, Portmore.

• Madame Steinbergh, Club Steinbergh, Downtown St. Andrews.

• **Krist**, the fight clubs, Kingston Parish.

#### LUXURY/PLEASURE

• **Ginger**, homeless girl and finder of rare things, Emancipation Park Garage fire escapes.

• Kelly Harvey, Santa Maria's, Havendale.

• **Remereau's Fine Winery**, Mona.

• Nanowear, fine fabrics and tailoring, St. Andrews up and down.

◆ Joseph Rempel, Glowdome amusement park, Downtown.

• Chef Horace Rodriguez, the Twisted Wood restaurant, Constant Spring.

• Maestro Dexter, St Andrews Pointe Theater, downtown St. Andrews Parish.

• Ari, Wunder Barber and Salon, Downtown St. Andrews.

#### OBLIGATION

• Family members (heritage) or former connections (background).

- Jake Sutton, a Loyalist, Sewerton.
- **Red XIII,** a secret society member.

• **Vigo**, enforcer for the Manning family, downtown St. Andrew Parish.

#### **PLEASURE/STUPOR**

• Marcus Gritsky, Marcus' Hovel, St. Andrews.

• Nukem Soyfish, the first of many.

• Alabaster Maiden, a nightclub named for Adamina Weiskechil, a mage whose burnt and petrified remains are on display there.

• Noggin, the Moshbar, Sewerton

• Helene, Fantasy Towers casino, Kingston Parish.

• Juniper Sung, the Sealed Cask, winery, Mona.

• **Derrick,** arms dealer, ruins at Harborview.

• Slug & Dominique, gossipers, Sewerton.

• **Mistress Minx,** The Purple Door, brothel, Kingston Parish.

• Sweet Clouds smoke shop, New Kingston.

• **CP-45B**, tourist information drone, the Hydro-ferry, Kingston Parish docks.

• Max and Sherri, the Sweet Hibiscus, Mona.

#### DEVIANT

• The holographic barkeep of a dive bar whose door can never be found in the same place twice. Strange passageways lead to stranger chambers beyond.

• Father Cassius III, Black Circle Church, Trench Town.

• **"Roz,"** a free spirit, which moves from body to body at their whim.

• Sister Thorn, wilderness expert, outside bus depots near the northern edges of Mona.

• Otep, a provider of surprisingly extreme BTL experiences. Her host, #Pandoras\_Box is invite only.

• **Puck**, black market vendor, Rooftop Bar 405, Kingston Parish.

• Winter, cultist of a forgotten spirit, living deep in Sewerton and Trench Town's waterways.

• **Traveller**, a rampant AI with no purpose that once monitored the American grid.

# **IMPLANT TRACKER**

### LOST ESSENCE

When you lose essence, fill in the **Lost Essence** tracker above (details below).

| ] | LOCATION                                                                                                                                                                                                   |                   | <u>TYPE</u>     |      |
|---|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------|-----------------|------|
|   | <b>SENSES</b> Choose which set of organs (eyes/ears/olf.) and<br>dampening - widened - heightened - lifelike<br>dampening - widened - heightened - lifelike<br>dampening - widened - heightened - lifelike | 2 features:       |                 |      |
|   | <b>NEURAL</b> Choose 2 features:<br>adrenaline - comm/deck - control rig* - metabooster - pain li<br>personality matrix - pheromone secretor - reflexes* - skilljack                                       |                   | C<br>B C        | 000  |
|   | <b>ARMS</b> Choose which arm (left or right) and 2 features:<br>stronger <sup>*</sup> - detachable - reach - lifelike<br>detachable - reach - lifelike                                                     | [left]<br>[right] | C C<br>B C      |      |
|   | <b>VITAL ORGANS</b> Choose 2 features:<br>amphibious - biorepair - inhaled - injected - ingested                                                                                                           |                   | C<br>B          | 0000 |
|   | <b>COMPARTMENTS</b> Choose which hip (left or right):<br>you can now carry +1 load<br>you can now carry +1 load                                                                                            | [left]<br>[right] | <b>c</b><br>★ ○ |      |
|   | <b>LEGS</b> Choose which leg (left or right) and 2 features:<br>aquatic* - high jump* - swift* - detachable - lifelike<br>detachable - lifelike                                                            | [left]<br>[right] | C C<br>B C      |      |
|   | <b>SKIN</b> Choose 2 features:<br>acidproof - bulletproof - chameleon*<br>fireproof - grappleproof - lifelike plating                                                                                      |                   | C<br>B C        | 0000 |
|   | <b>SKELETON</b> Choose 1 feature:<br>omnidirectional - reinforced                                                                                                                                          |                   | C<br>B          |      |

\*: count as 2 features (fill two dots), either due to complexity or requiring a matched set.

When you get an implant, circle the letter for its **type** (**C** for cybernetic, or **B** for bioengineered), then circle its *features* as directed above, marking dots accordingly (starting on the top leftmost dot for the location's entry on this page).

<u>Note</u>: Bioengineered implants automatically have *lifelike* chosen already (if available).

When you mark the first concentric dot (circle inside a circle) for a given *cybernetic* implant, you lose **1 ESSENCE**. When you mark the second concentric dot for a given *bioengineered* implant, you lose **1 ESSENCE**.

When you fill the last dot for a given location, it can accomodate no more.

The implants and features on the list are limited; any others are not. If you're unsure what is possible, talk to your fellow players about it. For descriptions of each implant and the specifications of each of the various features, see the Implants section on page 163.

### SYMPTOMS

ADD 1 PER ESSENCE LOST BEYOND THE 3RD

- SERVICE REQUIRED: You must spend a downtime activity undergoing maintenence [-1 EDGE if you don't].
- **Тwпсну:** Off-putting mannerisms and speech.
- SIGNAL-RELIANT: Incapacitated by EMPs and jamming devices. Mark 1 EDGE to resist this.
- Сувекрууснозія: Paranoid delusions, and verbal interaction is extremely upsetting to you.

**ESSENCEDEATH:** Your essence is depleted, resulting in your death. You may become a cyberzombie.

### **CREW CREATION SUMMARY**

**1** Choose a crew type. The crew type determines the group's purpose, their special abilities, and how they advance. You begin at Tier 0, with strong hold and 0 REP. You start with 2 NUYEN.

**2** Choose an initial reputation and safehouse. Choose how other underworld factions see you: *Ambitious*—*Brutal*—*Daring*— *Discreet*—*Professional*—*Savvy*— *Strange*—*Trustworthy.* Look at the map and pick a district in which to place your safehouse. Describe the safehouse site.

**3** Choose fixer. Mark the one who is a partner in crime, close friend, or long-time ally—a fixer. Record the faction status changes related to your contact:

• One faction is also friendly with this contact. Take +1 status with them.

• One faction is unfriendly with this contact. Take -1 status with them.

At your option, this fixer has mutually chosen you and you mark them on your **REP** tracker and take +2 and -2 status, instead. **4** Establish your meeting grounds. Look at the map and pick a district into which to place your meeting grounds. Decide how you had your contact deal with the faction that claims the area.

• Give them 1 NUYEN.

• Give them **2** NUYEN: Take +1 status with them.

• Give them nothing. Take -1 status with them.

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

**6** Assign crew upgrades. Your crew has two upgrades pre-selected. Choose two more. If your crew has a cohort, follow the procedure to create it. Record the faction status changes due to your upgrades:

◆ One faction helped you get an upgrade. Take +1 status with them. Or spend 1 NUYEN for +2 status instead.

◆ One faction was harmed when you got an upgrade. Take -2 status with them. Or spend 1 NUYEN for -1 status instead.

### **CREW UPGRADES**

### **BASIC UPGRADES**

◆ **Bolthole:** You have an effective location to lay low between operations. When you spend a downtime activity to reduce **HEAT**, you get +1d and can spend **NUYEN** or **REP** 1-for-1 to the add to the final number of **HEAT** reduced by the result of your roll (this can reduce more than 5 **HEAT**).

• **Cohort:** A cohort is a team or a single expert NPC who works for your crew. For all the details on cohorts, see page 118.

◆ MedSled: Your crew has registration for MedSled services. Once per run, you may call on the services of an extraction team to transport injured crew members to a medical facility. This costs 2 upgrade boxes to unlock. For details on using MedSled during a run, see page 132.

◆ Mastery: Your crew has access to master level training. You may advance your PC action ratings to 4 in all actions (that fall under a single attribute of choice: Intuition, Body, or Willpower). This costs 2 upgrade boxes to unlock. You may take this upgrade a second time to apply it to all the actions (including the special ones).

◆ **TacNet:** You have an array of communications and surveillance technology, and shielded from counter-surveillance. Further, any crew members in the same district may use this to perform teamwork maneuvers, regardless of the distance separating them.

• **Training:** If you have a Training upgrade, you earn 2 karma (instead of 1) when you train a given karma track during downtime (Intuition, Body, Willpower, or Playbook karma). This upgrade essentially helps you advance more quickly. See Advancement for details. ◆ 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 Comms, Documents, Gear (covers Burglary Gear, Climbing Gear, and Lighting Gear), Supplies, Tools (covers Demolitions Tools, Technical Tools, and Mechanical Tools), and Weapons.

So, if you are Tier 0, with a cyberdeck, the **DECKER** special ability (+1), and the Quality upgrade for comms (+1), you could contend equally with a Tier II network.

### SITE UPGRADES

When you take a site upgrade, you must select one of your sites as its location (your safehouse is one, and each can accommodate 4 upgrades before you need another).

- ♦ Boathouse
- ♦ Cleanroom
- Cryptovault
- ♦ Garage
- Lodge
- ♦ Quarters
- ♦ Secure
- Workshop
- Workstation

### **ADVANCED UPGRADES**

Each advanced upgrade has special requirements.

- Another Site
- Headquarters
- ♦ Landing Pad
- Expansion

# ASSASSINS

**KILLERS FOR HIRE** 

EXPERT COHORT TEAM

Playbook

- - - -

□□ Mastery □□

Expansion: 4

WEAK IMPAIRED BROKEN ARMOR

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |                                                                                                                                                                                                                                             | $\Delta$                                         |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------|
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | SPECIAL ABILITIES                                                                                                                                                                                                                           | y                                                |
| NAME REPUTATION                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | O <b>Deadly:</b> Each PC may add +1 action rating to <b>Creep</b> , <b>Fight</b> , or <b>Stalk</b> ( to a max rating of 3).                                                                                                                 | up                                               |
| SAFEHOUSE                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | O Disposal: When you dispose of a body, you get +1 result level to yo                                                                                                                                                                       | our                                              |
| REP     FIXERS     HOLD WEAK     STRONG     TIER                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | roll. When you employ acid, you are specially prepared to be immune its effects.                                                                                                                                                            |                                                  |
| TRAINING<br>COMPOUND       VICE DEN<br>(Tier roll) - Heat =<br>nuyen in downtime       CORPORATE<br>FAVOR<br>+1 scale for your Thugs<br>cohorts       INFORMANTS<br>+1 gather info for run       ACID VAT                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | O <b>Cleaners:</b> When you keep an operation quiet or make it look like accident, you get half the rep value of the target (round up) instead of ze When you end downtime with zero heat, take +1 rep.                                     |                                                  |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | O <b>Predators:</b> When you use stealth or subterfuge to commit murd take +1d to the <b>engagement</b> roll.                                                                                                                               |                                                  |
| VICTIM<br>TROPHIES<br>+1 rep per run FIXER FIX | O <b>Silenced:</b> Due to hard-won experience or arcane ritual, your activit<br>are hidden from the notice of agencies that typically track deaths. Y<br>don't take extra heat when killing is involved on a run.                           |                                                  |
| PROTECTION<br>RACKET       INFIRMARY       STREET CLOUT       IDENTITIES       BUILDING<br>IDENTITIES         (Tier roll) - Heat =<br>nuyen in downtime       +1d to healing rolls       STREET CLOUT       +1d engagement for<br>deception and social<br>plans       +1d engagement for<br>deception and social<br>plans       +1d engagement for<br>stealth plans                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | O <b>Sudden:</b> When you execute a loud or chaotic murder, take 2 few heat than normal.                                                                                                                                                    | /er                                              |
| HEAT WANTED LEVEL NUYEN CRYPTOVAULT                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | O <b>Patron:</b> When you advance your Tier, it costs half the nuyen it norma                                                                                                                                                               |                                                  |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | <ul> <li>would. Who is your patron? Why do they help you?</li> <li>O Veteran: Select a special ability from another crew.</li> </ul>                                                                                                        | TEAM                                             |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | CREW KARMA                                                                                                                                                                                                                                  |                                                  |
| Upon crew advance, each PC gets +1 stash (+2 per Tier)                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | <ul> <li>At the end of each session, for each item below, mark 1 karma (or instead mark 2 karma if that item occurred multiple times).</li> <li><i>Execute a successful accident, disappearance, murder, or ransom operation</i></li> </ul> | 1.                                               |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | Contend with challenges above your current station.                                                                                                                                                                                         |                                                  |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | <ul> <li>Bolster your crew's reputation or develop a new one.</li> <li>Express the goals, drives, inner conflict, or essential nature of the crew.</li> </ul>                                                                               |                                                  |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | CONTACTS CREW UPGRADES                                                                                                                                                                                                                      |                                                  |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | ▷ Red, a gang boss □ Elite Thieves                                                                                                                                                                                                          |                                                  |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | $\triangleright$ Smith a G-man                                                                                                                                                                                                              | Bolthole DocWagon Cleanroom                      |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | <ul> <li>Roland, a vicious politician</li> </ul>                                                                                                                                                                                            | Cryptovault  Garage  TacNet  Lodge               |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | $\sim$ Loba, a bounty hunter $\square$ Desensitized (+1 Tier while detain                                                                                                                                                                   |                                                  |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | Keller a ghoul                                                                                                                                                                                                                              | Comms Workshop                                   |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |                                                                                                                                                                                                                                             | Supplies                                         |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | $\triangleright$ Lydia, a greedy executive weapons and gear)                                                                                                                                                                                |                                                  |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | <b>MEETING GROUNDS</b> (accident—disappearance—murder—ranso                                                                                                                                                                                 | m) Weapons New Cohort: 2<br>TRAINING Add Type: 2 |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |                                                                                                                                                                                                                                             | Intuition Another Site: 1                        |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |                                                                                                                                                                                                                                             | Body Headquarters: 2                             |

# **COURIERS**

**SMUGGLERS OF** CONTRABAND

#### WEAK IMPAIRED BROKEN ARMOR

EXPERT

····· 🗖 Mastery 🗖

TEAM

|                                                        |                                                            |                                                                                     |                                                            |                                                                 | COUNTRO                                                                                                                                                      | CONTRABAND                                                                                                                                                                                                      |                                                             |                                                                                                         |
|--------------------------------------------------------|------------------------------------------------------------|-------------------------------------------------------------------------------------|------------------------------------------------------------|-----------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------|---------------------------------------------------------------------------------------------------------|
|                                                        |                                                            |                                                                                     |                                                            |                                                                 | SPECIAL ABILITIES                                                                                                                                            | $\bigtriangledown$                                                                                                                                                                                              | Ŋ                                                           |                                                                                                         |
| NAME<br>SAFEHOUSE<br>REP                               | REPUT<br>FIXERS                                            |                                                                                     | AK STRONG TIE                                              |                                                                 | the vehicle edges and flaws, below<br>A vehicle can use <b>teamwork</b> act<br>can't lead a <b>group action</b> , but ma                                     | e one of your vehicles as a <b>cohort</b> (w). Its <b>quality</b> is equal to your <b>Tier</b><br>ions (using <b>quality</b> for rolls). A vehi<br>y participate.<br>own vehicles. Your Transporter <b>coho</b> | +1.                                                         | EXPERT                                                                                                  |
|                                                        |                                                            |                                                                                     |                                                            |                                                                 | gain + <b>1d</b> when under your comm                                                                                                                        | 1                                                                                                                                                                                                               | WEAK MPAIRED BROK                                           | TEAM 📕                                                                                                  |
| FIXER                                                  | SIDE BUSINESS<br>(Tier roll) - Heat =<br>nuyen in downtime | LUXURY FENCE<br>+2 nuyen for high-<br>class targets                                 | VICE SUPPLIER<br>(Tier roll) - Heat =<br>nuyen in downtime | PENTHOUSE<br>SUITE<br>+1d to Consort and<br>Hustle on site      | <b>Finesse</b> , or <b>Interface</b> (up to a ma<br>O <b>Mnemonics:</b> From harsh expected<br>crew members' comms and imp                                   | x rating of 3).<br>rience or paranoid safety practices,<br>lants are immune to being control                                                                                                                    | all                                                         |                                                                                                         |
| WAREHOUSES<br>Safe transport through<br>airports       | FIXER                                                      | SAFE<br>HOUSE                                                                       | FIXER                                                      | FIXER                                                           | +1 effect for vehicle damage and                                                                                                                             | into conflict aboard a vehicle, you g                                                                                                                                                                           | COHORT                                                      |                                                                                                         |
| SECRET ROUTES<br>+1d engagement for<br>transport plans | INFORMANTS<br>+1d to gather info for<br>runs               | BODY SHOP<br>Swap your implant<br><i>features</i> freely as a<br>downtime activity. | COVER<br>OPERATION<br>-2 heat per run                      | FORGERY<br>SUPPLIER<br>+1d engagement roll<br>for deception and | <ul> <li>heat is 4 or less, you get +1d to de off as ordinary citizens.</li> <li>O Leverage: Your crew supplie success is good for them. Whenever</li> </ul> | ceive people when you pass yoursel <sup>e</sup><br>s contraband for other factions. Yo<br>er you gain rep, gain + <b>1 rep</b> .                                                                                | ves                                                         | .en ARMOR                                                                                               |
|                                                        |                                                            | $\stackrel{NTED LEVEL}{\diamond \diamondsuit \diamondsuit \diamondsuit}$            |                                                            |                                                                 |                                                                                                                                                              | time, one of your <b>cohort</b> s may perfo<br>to <b>acquire an asset</b> , <b>reduce heat</b> ,<br>ility from another crew.                                                                                    |                                                             | EXPERT TEAM                                                                                             |
|                                                        |                                                            | Upon                                                                                | crew advance, each PC get                                  | s +1 stash (+2 per Tier)                                        | <ul> <li>karma if that item occurred multiple tim</li> <li><i>Execute a successful delivery or ac</i></li> </ul>                                             | equire new clients or contraband sources                                                                                                                                                                        |                                                             |                                                                                                         |
|                                                        |                                                            |                                                                                     |                                                            |                                                                 | <ul> <li>Contend with challenges above your</li> <li>Bolster your crew's reputation or dev</li> <li>Express the goals, drives, inner confl</li> </ul>        | relop a new one.<br>ict, or essential nature of the crew.                                                                                                                                                       |                                                             |                                                                                                         |
|                                                        |                                                            |                                                                                     |                                                            |                                                                 | <ul> <li>CONTACTS</li> <li>Kilo, an airport worker</li> <li>Flix, an arms dealer</li> <li>Baggs, a drug dealer</li> <li>Lex, a corporate agent</li> </ul>    | CREW UPGRADES  Elite Transporters  Camouflage (vehicles at rest are hidden)  Mobile (+mobility for Safehouse                                                                                                    |                                                             | Vehicle<br>Vehicle<br>eanroom<br>dge                                                                    |
|                                                        |                                                            |                                                                                     |                                                            |                                                                 | <ul> <li>Smitty, an anarchist</li> <li>Denzel, a mechanic</li> </ul>                                                                                         | Courier Rigging (2 items are perfectly concealed)                                                                                                                                                               | Supplies<br>Tools                                           | THER<br>GRADE COSTS                                                                                     |
|                                                        |                                                            |                                                                                     |                                                            |                                                                 | <b>CARGO</b> (arms—contraba                                                                                                                                  | ind—passengers—supernatural)                                                                                                                                                                                    | TRAINING Add<br>Intuition And<br>Body Heat<br>Willpower Lan | ww Cohort: 2<br><u>Id Type: 2</u><br>jother Site: 1<br>adquarters: 2<br>nding Pad: 1 or 2<br>pansion: 4 |

NAME

**SAFEHOUSE** 

TRADITION

ACADEMY

+1 scale for your

Specialist cohorts

FIXER

LEY LINE

+1d to Attune or

Assense on site

REP

# CULT

# **ACOLYTES OF A FORBIDDEN**

COHORT

TEAM

EXPERT

EXPERT

EXPERT

EXPERT

TEAM

SITE Boathouse

Lodge Quarters

Secure

Workshop

Workstation

OTHER

UPGRADE COSTS

Add Type: 2

Expansion: 4

New Cohort: 2

Another Site: 1

Headquarters: 2

Landing Pad: 1 or 2

TEAM

TEAM

WEAK IMPAIRED BROKEN ARMOR

#### **TRADITION** Weirdos **SPECIAL ABILITIES** O Strange Devotion: Each PC may add +1 action rating to Assense. REPUTATION Attune, or Study (up to a max rating of 3). O Imbued: You get +1d to resistance rolls against supernatural threats. **CHOOSE 2 FEATURES** You get +1d to healing rolls when you have supernatural harm. ANCIENT—CRYPTIC—DOOMSDAY—ENLIGHTENING COHORT O Shared Telepathy: You may use teamwork with any cult member, ARCANE $\Box$ INSECT-MADDENING-PERSONALITY-TOXIC WEAK IMPAIRED BROKEN ARMOR regardless of the distance separating you. By marking 1 edge, your EMERGENT telepathic message is heard and understood by everyone in the cult. STRONG TIER $\diamond \diamond \diamond \diamond$ HOLD WEAK FIXER O **Zealotry:** Your **cohorts** have abandoned their reason in service to the cult. They will undertake any service, no matter how dangerous or TALISLEGGER strange. They gain +1 quality against enemies of the tradition. **ESSENCE WELL** VICE DEN ASPECTED AREA UNION +1d to Consort w/ O **Traditional:** Each PC gains an additional vice: *Traditional ceremonies*. (Tier roll) - Heat = -1 edge cost for all +2 nuyen for supernatural entities nuyen in downtime secret arts couisition and cleansing on site When you indulge this vice and bring a pleasing offering, you don't **COHORT** overindulge if you clear excess edge. In addition, your ceremonial buff will **assist** any one action roll you make—from now until you indulge this weak impaired broken armor vice again. SAFE FIXER FIXER FIXER O Empowered by Blood: Each person sacrificed yields -2 edge cost for HOUSE any spell or ritual you perform. • Aberrant Horrors: Due to your dabbling, aberrant spirits and other horrors sometimes manifest in the physical world in support of your cult. AURA OF FONT OF **PRIVATE PILOT PLANAR ALTAR** POWER This can be a great boon, but the priorities and values of such things are +1d to Demand and HEALING Safe passage in +1d to engagement roll COHORT Caribbean territories Hustle on site +1d to healing rolls not those of mortals. You have been warned. for supernatural plans WEAK MPAIRED BROKEN ARMOR **CREW KARMA** WANTED LEVEL NUYEN **CRYPTOVAULT** At the end of each session, for each item below, mark 1 karma (or instead mark 2 $\Diamond \Diamond \Diamond \Diamond \Diamond$ karma if that item occurred multiple times). Advance the agenda of your tradition or embody its precepts in action. Contend with challenges above your current station. Upon crew advance, each PC gets +1 stash (+2 per Tier) Bolster your crew's reputation or develop a new one. • Express the goals, drives, inner conflict, or essential nature of the crew. CONTACTS **CREW UPGRADES** Elite Weirdos $\triangleright$ Thames, a philosopher ☐ Bolthole $\triangleright$ Judas, an occultist DocWagon Cleanroom Elite Thugs Cryptovault Garage Dawkins, an historian TacNet Ritual Chamber (shared QUALITY $\triangleright$ Moira, a talislegger supernatural workspace) Comms Documents > K. Rothchild, a noble Cult Rigging (2 free load of Gear documents or reagents) **Supplies** Graves, an astronomer Tools U Weapons **SOURCES OF POWER** (acquisitions—augury—cleansing—sacrifice) TRAINING Intuition Body □ Willpower Playbook Mastery

# MERCENARIES ENFORCERS & SOLDIERS

EXPERT TEAM

Mastery D

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#### WEAK IMPAIRED BROKEN ARMOR

COHORT

|                                                                     |                                                |                                                                          |                                                            |                                                            | SPECIAL ABILITIES                                                                                                                                                                                       |                                                                                                                                                                                                 | Thugs                                                                                   |                                                                                                                 |
|---------------------------------------------------------------------|------------------------------------------------|--------------------------------------------------------------------------|------------------------------------------------------------|------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------|
| NAME                                                                | REPUT                                          | ATION                                                                    |                                                            |                                                            | <b>O Dangerous:</b> Each PC may ad <b>Scramble</b> (up to a max rating of 3                                                                                                                             | d +1 action rating to <b>Fight</b> , <b>Stalk</b> , or<br>3).                                                                                                                                   |                                                                                         |                                                                                                                 |
| SAFEHOUSE<br>REP<br>FIGHT CLUB<br>+1 scale for your Thug<br>cohorts | FIXERS                                         | HOLD WE<br>TERRORIZED<br>CITIZENS<br>+2 nuyen for battle or<br>extortion | AK STRONG TIE                                              | R ACKET<br>(Tier roll) - Heat =<br>nuyen in downtime       | they get <b>+1d</b> for <b>teamwork</b> rolls<br>your <b>cohort</b> s get the Thugs type<br>another type).                                                                                              | ght alongside your <b>cohort</b> s in combat,<br>(assist, setup and <b>group action</b> s). All of<br>for free (if they're already Thugs, add<br>ecute an assault plan, take + <b>1d</b> to the |                                                                                         | T EXPERT TEAM                                                                                                   |
| GAMBLING RING<br>(Tier roll) - Heat =<br>nuyen in downtime          | FIXER                                          | SAFE<br>House                                                            | FIXER                                                      | FIXER                                                      | as if it was fixers.                                                                                                                                                                                    | king. You may count each wanted level<br>as been toughened by cruel experience.                                                                                                                 | COHOR                                                                                   | T EXPERT                                                                                                        |
| INFIRMARY<br>+1d to healing rolls                                   | ENFORCEMENT<br>INTIMIDATION<br>-2 heat per run | STREET FENCE<br>+2 nuyen for lower-<br>class targets                     | WAREHOUSES<br>Stockpiles give you<br>+1d to acquire assets | CRIMINAL<br>RESPECT<br>+1d engagement for<br>assault plans | O <b>Poise Under Pressure:</b> When dont lose hold and still get two do                                                                                                                                 | you're marked (-3 faction status), PCs<br>wntime actions, instead of just one.                                                                                                                  |                                                                                         |                                                                                                                 |
|                                                                     |                                                | $\diamond \diamond \diamond \diamond$                                    |                                                            | PTOVAULT                                                   | <ul> <li>When you advance you would. Who is your patron? Wh</li> <li>Veteran: Select a special at</li> </ul>                                                                                            |                                                                                                                                                                                                 |                                                                                         | T EXPERT                                                                                                        |
|                                                                     |                                                | Upon                                                                     | crew advance, each PC get                                  | rs +1 stash (+2 per Tier)                                  | <ul> <li>karma if that item occurred multiple tim</li> <li>Execute a successful battle, extort</li> <li>Contend with challenges above your</li> <li>Bolster your crew's reputation or device</li> </ul> | ion, sabotage, or smash & grab operation.<br>current station.<br>relop a new one.                                                                                                               |                                                                                         |                                                                                                                 |
|                                                                     |                                                |                                                                          |                                                            |                                                            | <ul> <li>Express the goals, drives, inner confl</li> <li>CONTACTS</li> </ul>                                                                                                                            | CREW UPGRADES                                                                                                                                                                                   |                                                                                         |                                                                                                                 |
|                                                                     |                                                |                                                                          |                                                            |                                                            | <ul> <li>Tooth, a street fighter</li> <li>McBride, a security office</li> <li>Roland, an gunsmith</li> <li>Bridgeport, a street doc</li> <li>Finch, a gang boss</li> <li>Tipp, a bar owner</li> </ul>   | Elite Thugs                                                                                                                                                                                     | Bolthole Bolthole Cryptovaul TacNet QUALITY Comms Documents Gear Supplies Tools Weapons | Ilt Garage<br>Codge<br>Quarters<br>Secure<br>Workshop<br>Workstation<br>OTHER<br>UPGRADE COSTS<br>New Cohort: 2 |
|                                                                     |                                                |                                                                          |                                                            |                                                            |                                                                                                                                                                                                         |                                                                                                                                                                                                 | TRAINING Intuition Body Willpower Playbook                                              | Add Type: 2<br>Another Site: 1<br>Headquarters: 2<br>Landing Pad: 1 or 2<br>Expansion: 4                        |

# RADICALS

**EXTREMISTS & ACTIVISTS** 

COHORT

EXPERT

TEAM

WEAK IMPAIRED BROKEN ARMOR

🗌 Playbook

----- Mastery

Expansion: 4

|                                                                  |                               |                                                          |                                                                           |                                                             | <b>RADICAL5</b>                                                                                            |                                                                                                                                                                                     |                                             |                                                                                                                   |
|------------------------------------------------------------------|-------------------------------|----------------------------------------------------------|---------------------------------------------------------------------------|-------------------------------------------------------------|------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------|-------------------------------------------------------------------------------------------------------------------|
|                                                                  |                               |                                                          |                                                                           |                                                             | SPECIAL ABILITIES                                                                                          |                                                                                                                                                                                     | Operatives                                  | 5                                                                                                                 |
| NAME                                                             | REPUTATIO                     |                                                          |                                                                           |                                                             | O <b>Revolutionaries:</b> Each PC m<br><b>Demand</b> , or <b>Hustle</b> (up to a max                       |                                                                                                                                                                                     |                                             |                                                                                                                   |
| SAFEHOUSE<br>MOVEMENT                                            |                               | CHOOSE 1 OR 2<br>COMMUNAL—I                              | 2 FEATURES:<br>DISCLOSURE—TYRANN                                          | IY—ADVANCEMENT                                              | O Friends in Low Places: You ha<br>and disenfranchised. Take -1 hea<br>info about deception plans.         | COHOR                                                                                                                                                                               | T EXPERT                                    |                                                                                                                   |
| REP                                                              | F I X E R S                   |                                                          | ECRECY—ANARCHY<br>ak strong TIE                                           |                                                             |                                                                                                            | spires irrational fear and superstition,<br>your dedication. You may count up to<br>as if they are fixers.                                                                          |                                             | ED BROKEN ARMOR                                                                                                   |
| ENFORCEMENT<br>INTIMIDATION<br>-2 heat per run                   | RACKLI                        | NFORMANTS<br>gather info for runs                        | UPPER CRUST<br>AUCTION<br>+2 nuyen for citizenry<br>or government targets | PROTECTED<br>ESTATE<br>+1d to Consort and<br>Hustle on-site | When you indulge this vice and don't <b>overindulge</b> if you clear ex                                    | as an additional <b>Vice</b> : <i>Demonstration</i> .<br>I distribute effective propaganda, you<br>cess edge. In addition, the solidarity of<br>on roll you make—from now until you | COHOR                                       | T EXPERT                                                                                                          |
| FIXER                                                            | FIXER                         | SAFE                                                     | FIXER                                                                     | FIXER                                                       |                                                                                                            | has gained acceptance among a wider<br>pled, unreliable, or wild flaw to any or<br>scale (up to a max scale of 5).                                                                  |                                             |                                                                                                                   |
|                                                                  |                               | HOUSE                                                    |                                                                           |                                                             | have discovered how to get law e                                                                           | nipulation or hard-won experience, you<br>nforcement and/or institutions to agree<br>elp directly. How do they aid your cause?                                                      |                                             |                                                                                                                   |
| <b>PRIVATE PILOT</b><br>Safe passage in<br>Caribbean territories | THE FARM<br>+1 scale for your | ROADCAST<br>STUDIO<br>Id to Demand and<br>Hustle on site | WAGESLAVE<br>SUPPORT<br>+2 nuyen for corporate<br>or syndicate targets    | VICE SUPPLIER<br>(Tier roll) - Heat =<br>nuyen in downtime  | <b>O Patron:</b> When you advance normally would. <i>Who is your patr</i>                                  | your <b>Tier</b> , it costs half the nuyen it <i>on? Why do they help you?</i>                                                                                                      | COHOR                                       | T EXPERT                                                                                                          |
|                                                                  |                               | DIEVEL                                                   |                                                                           |                                                             | <b>OO Veteran</b> : Select a special ab                                                                    | ility from another crew.                                                                                                                                                            |                                             |                                                                                                                   |
| HEAT                                                             |                               |                                                          | NUYEN CRY                                                                 | PTOVAULT                                                    |                                                                                                            | n below, mark 1 karma (or instead mark 2                                                                                                                                            |                                             |                                                                                                                   |
|                                                                  |                               | $\vee$ $\vee$                                            |                                                                           |                                                             | <ul> <li>karma if that item occurred multiple tim</li> <li>Advance the agendas of your move</li> </ul>     | es).<br>ement or embody its precepts in action.                                                                                                                                     |                                             |                                                                                                                   |
|                                                                  |                               | Upon o                                                   | crew advance, each PC gets                                                | s +1 stash (+2 per Tier)                                    | • Contend with challenges above your                                                                       | current station.                                                                                                                                                                    |                                             |                                                                                                                   |
|                                                                  |                               |                                                          | _                                                                         |                                                             | <ul> <li>Bolster your crew's reputation or dev</li> <li>Express the goals, drives, inner confil</li> </ul> |                                                                                                                                                                                     |                                             |                                                                                                                   |
|                                                                  |                               |                                                          |                                                                           |                                                             | CONTACTS                                                                                                   | CREW UPGRADES                                                                                                                                                                       |                                             |                                                                                                                   |
|                                                                  |                               |                                                          |                                                                           |                                                             | > Brunie, a public speaker                                                                                 | Elite Operatives                                                                                                                                                                    |                                             | SITE                                                                                                              |
|                                                                  |                               |                                                          |                                                                           |                                                             | ⊳ Houdini, a demolitionist                                                                                 |                                                                                                                                                                                     |                                             | Deathouse Deathouse                                                                                               |
|                                                                  |                               |                                                          |                                                                           |                                                             | ⊳ April, a journalist                                                                                      | Elite Thugs                                                                                                                                                                         | TacNet                                      | ult 🔲 🔲 Garage                                                                                                    |
|                                                                  |                               |                                                          |                                                                           |                                                             | > Sickle, a smuggler                                                                                       | Hardened (+1 Tier while detained)                                                                                                                                                   |                                             | Quarters                                                                                                          |
|                                                                  |                               |                                                          |                                                                           |                                                             | $\triangleright$ Brimley, a politician                                                                     | Radicals Rigging (1 carried item is                                                                                                                                                 | Comms                                       | Workshop                                                                                                          |
|                                                                  |                               |                                                          |                                                                           |                                                             | $\triangleright$ Harkin, a city official                                                                   | Radicals Rigging (1 carried item is concealed and has no load)                                                                                                                      | Gear<br>Supplies                            | OTHER                                                                                                             |
|                                                                  |                               |                                                          |                                                                           |                                                             | -                                                                                                          | ry—corporate—criminal—political)                                                                                                                                                    | Tools URAINING Intuition Body URAINING UNIT | UPGRADE COSTS<br>New Cohort: 2<br><u>Add Type: 2</u><br>Another Site: 1<br>Headquarters: 2<br>Landing Pad: 1 or 2 |
|                                                                  |                               |                                                          |                                                                           |                                                             |                                                                                                            |                                                                                                                                                                                     |                                             | Expansion: A                                                                                                      |

# SHADOWS BURGLARS, SABOTUERS, & DATATHIEVES

| HORT | EXPERT |
|------|--------|
|      | TEAM   |

CO

|                                                                                                                                                                                                                    | <b>SHADUWS</b> Bukglaks, SABOIUEKS, & DATATHIEVES                                                                                                                                      |                                                              |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------|
|                                                                                                                                                                                                                    | SPECIAL ABILITIES                                                                                                                                                                      |                                                              |
| NAME REPUTATION                                                                                                                                                                                                    | • Everyone Steals: Each PC may add +1 action rating to Creep, Engineer, Finesse (up to a max rating of 3).                                                                             |                                                              |
| SAFEHOUSE                                                                                                                                                                                                          |                                                                                                                                                                                        |                                                              |
| REP     FIXERS     HOLD WEAK     STRONG     TIER     Image: Constraint of the strong                                                                                                                               | <b>O Pawn Stars:</b> Your safehouse is a jumble of pawnshop steals and literally stolen items. When you roll to <b>acquire an asset</b> , take <b>+1d</b> .                            | COHORT EXPERT TEAM TEAM                                      |
| INTERROGATION       LOYAL FENCE       GAMBLING DEN       BAR         +1d to Demand and       +2 nuyen for burglary or robbery       (Tier roll) - Heat = nuyen in downtime       +1d to Consort and Hustle on site | O <b>Slippery:</b> When you roll <b>entanglements</b> , roll twice and keep the one you want. When you <b>reduce heat</b> on the crew, take <b>+1d</b> .                               |                                                              |
|                                                                                                                                                                                                                    | <b>O Synchronized:</b> When you perform a <b>group action</b> , you may count multiple 6s from different rolls as a critical success.                                                  |                                                              |
| VICE SUPPLIER     INFORMANTS     SAFE       (Tier roll) - Heat =     +1d to gather info for     runs       nuyen in downtime     runs     HOUSE                                                                    | O <b>Second Story:</b> When you execute a clandestine infiltration, you get +1d to the <b>engagement</b> roll.                                                                         |                                                              |
| BODY SHOP         Swap your implant         features freely as a         downtime activity.                                                                                                                        | O <b>The Darkness:</b> Take <b>+1d</b> when you <b>reduce heat</b> during downtime or <b>gather info</b> about the sprawl's elite.                                                     |                                                              |
| HEAT WANTED LEVEL NUYEN CRYPTOVAULT                                                                                                                                                                                | O <b>Patron:</b> When you advance your Tier, it costs half the nuyen it normally                                                                                                       |                                                              |
|                                                                                                                                                                                                                    | <ul> <li>would. Who is your patron? Why do they help you?</li> <li>O O Veteran: Select a special ability from another crew.</li> </ul>                                                 |                                                              |
| Upon crew advance, each PC gets +1 stash (+2 per Tier)                                                                                                                                                             | <b>CREW KARMA</b><br>At the end of each session, for each item below, mark 1 karma (or instead mark 2 karma if that item occurred multiple times).                                     |                                                              |
|                                                                                                                                                                                                                    | <ul> <li>Execute a successful intrusion, espionage, robbery, or sabotage operation.</li> <li>Contrad with about a successful intrusion successful and successful intrusion.</li> </ul> |                                                              |
|                                                                                                                                                                                                                    | <ul> <li>Contend with challenges above your current station.</li> <li>Bolster your crew's reputation or develop a new one.</li> </ul>                                                  |                                                              |
|                                                                                                                                                                                                                    | • Express the goals, drives, inner conflict, or essential nature of the crew.                                                                                                          |                                                              |
|                                                                                                                                                                                                                    | CONTACTS     CREW UPGRADES       > Shades, a scientist     □ Elite Thieves                                                                                                             | SITE                                                         |
|                                                                                                                                                                                                                    |                                                                                                                                                                                        | Bolthole Boathouse                                           |
|                                                                                                                                                                                                                    | <ul> <li>Tahito, a security officer</li> <li>PunkBunny, a data miner</li> </ul>                                                                                                        | DocWagon Cleanroom     Cryptovault Garage     TacNet Lodge   |
|                                                                                                                                                                                                                    | $\triangleright$ Leo, a collector $\Box$ Underground maps/keys                                                                                                                         | QUALITY                                                      |
|                                                                                                                                                                                                                    | <ul> <li>Kella Badu, an executive</li> <li>Silvester, a club owner</li> <li>Silvester, a club owner</li> </ul>                                                                         | Documents     Gear     Supplies                              |
|                                                                                                                                                                                                                    | <b>MEETING GROUNDS</b> (intrusion—espionage—robbery—sabotage)                                                                                                                          | Tools UPGRADE COSTS                                          |
|                                                                                                                                                                                                                    | meeting grounds (intrusion-espionage-ronnery-sanotage)                                                                                                                                 | TRAINING     Add Type: 2                                     |
|                                                                                                                                                                                                                    |                                                                                                                                                                                        | Intuition     Another Site: 1       Body     Headquarters: 2 |
|                                                                                                                                                                                                                    |                                                                                                                                                                                        | WillpowerLanding Pad: 1 or 2                                 |
|                                                                                                                                                                                                                    |                                                                                                                                                                                        | Playbook Expansion: 4                                        |



EXPERT COHORT TEAM

Playbook

Expansion: 4

|           |                    |                                                       | BLANK                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | A BLANK CREWBOOK                                                   |                                                                                          |
|-----------|--------------------|-------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------|------------------------------------------------------------------------------------------|
|           |                    |                                                       | SPECIAL ABILITIES                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |                                                                    | ͺ                                                                                        |
| NAME      | REPUTATION         |                                                       | <br>O                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |                                                                    |                                                                                          |
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| SAFEHOUSE |                    |                                                       |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |                                                                    |                                                                                          |
| REP       | FIXERS HOLD        |                                                       |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |                                                                    | COHORT EXPERT<br>TEAM                                                                    |
|           |                    |                                                       |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |                                                                    |                                                                                          |
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|           | –<br>SAFE<br>HOUSE |                                                       |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |                                                                    | COHORT EXPERT<br>TEAM                                                                    |
|           | in o doi           |                                                       |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |                                                                    |                                                                                          |
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| HEAT      | WANTED LEVE        | L NUYEN CRYPTOVAULT                                   | O <b>Patron:</b> When you advance yo would. Who is your patron? When the second seco | our Tier, it costs half the nuyen it norma<br>hv do they help you? |                                                                                          |
|           |                    |                                                       | OO Veteran: Select a special a                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |                                                                    |                                                                                          |
|           | L                  | Ipon crew advance, each PC gets +1 stash (+2 per Tiel | At the end of each session, for each it                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | em below, mark 1 karma (or instead mark 2                          |                                                                                          |
|           |                    |                                                       | <ul> <li>karma if that item occurred multiple ti</li> <li><i>Execute a successful</i></li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | operation.                                                         |                                                                                          |
|           |                    |                                                       | Contend with challenges above you     Belater up and a second secon           |                                                                    |                                                                                          |
|           |                    |                                                       | <ul> <li>Bolster your crew's reputation or de</li> <li>Express the goals, drives, inner con</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | -                                                                  |                                                                                          |
|           |                    |                                                       | CONTACTS                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | CREW UPGRADES                                                      |                                                                                          |
|           |                    |                                                       | >                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |                                                                    | SITE                                                                                     |
|           |                    |                                                       | $\triangleright$                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |                                                                    | DocWagon 🗌 Cleanroom                                                                     |
|           |                    |                                                       | $\sim$                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |                                                                    | Cryptovault  Garage  TacNet  Codge                                                       |
|           |                    |                                                       | >                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |                                                                    | QUALITY Quarters                                                                         |
|           |                    |                                                       | >                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |                                                                    |                                                                                          |
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|           |                    |                                                       | MEETING GROUNDS (                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |                                                                    | TRAINING Add Type: 2                                                                     |
|           |                    |                                                       |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |                                                                    | <ul><li>Intuition</li><li>Another Site: 1</li><li>Body</li><li>Headquarters: 2</li></ul> |
|           |                    |                                                       |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |                                                                    | Willpower Landing Pad: 1 or 2                                                            |

# THE REST OF THE WORLD

### AFRICA

A huge continent dominated by war profiteers and industry supergiants. Civilized areas distant from one another. The people are generally poorer than most, even though many materials are still sourced regularly from the land. African dragons are distinguished by their horns and fur.

### Asia

A continent characterized by old cultures and technological superiority. Occasionally, a magician will take control of a sprawl using spiritual power, but for the most part it is nuyen that rules supreme. Major powers here include China, Japan, and India. Eastern dragons are distinguished by their feathers and elongated body.

### EUROPE

A war-torn continent brimming with a deep history of strife. The political discontent is evident here, as most citizens born here in the last thirty years were either inducted into prison states or saw their governments overthrown by anarchy. Europe is home to a variety of policlubs and other organizations devoted to the Restoration of Europe. European dragons are distinguished by their heavier appearance and two leathery wings.

### NORTH AMERICA

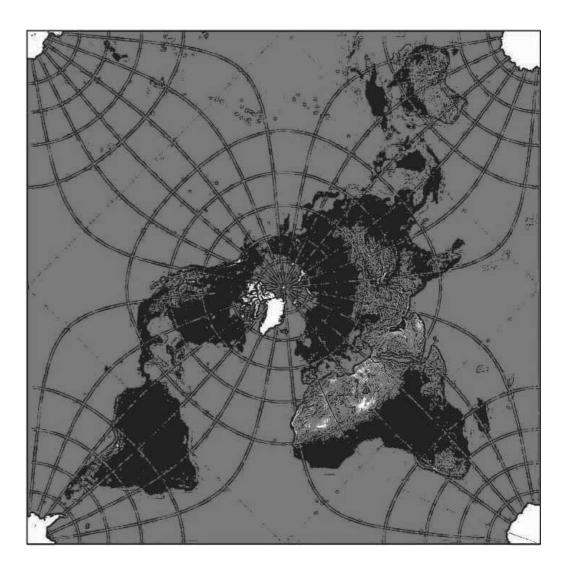
A popular destination for Europeans and Asians seeking a better life. Rarely do they find it. The major powers here are the American Remnant, Canada, and northern Mexico. North American dragons are much like European dragons.

### OCEANIA

Includes Australia, a continent disconnected from all the others by thousands of miles of ocean. The ancestry there includes a variety of shamanic tribes and occult practices, and its people are particularly friendly to those of troubled background. Oceanic dragons are typically distinguished by their aquatic features (such as fins, gills, tentacles, spines, etc.).

### SOUTH & CENTRAL AMERICA

A continent whose commerce is either annexed into the growing Mexican empire or is targeted for acquisition. South American dragons are distinguished by an odd mix of feathers and scales, and elongated bodies with wings and horns.



### A NOTE ABOUT THE WORLD

The world is bizarre to some, a "kitchen sink" setting full of bewildering creatures and entities. However, it's still meant to approximate some version of Earth—so while there is supernatural power and strange quantum technology, it's all laid on top of a believable world founded upon reality and verisimilitude.

The world is also based upon our own Earth to give it impact and relevance. This can take very different forms depending on your unique interpretation of the writings you possess. Talk to your group about the presence of any fiction based on the real-world. *What is too familiar about this alternate-Earth? What commonplace supernatural events would we find strange and surprising to see?* 

While there are dragons lurking in the boardrooms, in the skies, and under the water they've pretty much already won. The rest of us are cogs in a system designed to provide the scraps from the boardroom table of the Man. *How does the world present a myriad of hidden threats and plots? Why are the average citizens powerless or unwilling to fight back?* 



### **ACTION ROLL**

1d for each **ACTION** rating dot.

+ +1d if you have **ASSISTANCE**.

+1d if you PUSH YOURSELF -or- you accept a DRAGON'S DEAL.

### 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**.

Each time you roll a desperate action, mark a tick of **karma** for that attribute.

### 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.

The GM sets the **consequences** according to the situation. You may suffer one, some, or all of the listed consequences. You may attempt to **avoid or reduce a consequence with a resistance roll**.

### **RESISTANCE ROLL**

1d for each **ATTRIBUTE** dot.

You reduce or avoid the consequence and mark **6 EDGE** minus your highest die result. When you roll a critical on resistance, clear **1 edge**.

### TEAMWORK

| ASSIST          | Mark 1 edge to give another player <b>+1d</b> . You might also suffer consequences from the roll. Only one person may assist a roll.                                                       |
|-----------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| LEAD A<br>GROUP | Lead a <b>group action</b> . Roll for each character who participates in the group action. The best single roll counts as the action result, which applies to every character that rolled. |
| PROTECT         | <b>Face danger</b> for a teammate. Step in to suffer a consequence in their place. You may roll to resist as normal, if you wish.                                                          |
| SET UP          | <b>Set up</b> another character with your action. If you achieve it, any team members who follow up get <b>+1 effect</b> or <b>improved position</b> .                                     |

### ACTIONS

- CONSORT with connections from your heritage, background, friends, or rivals to gain access to resources, information, people, or places.
- CREEP about unseen or traverse carefully; quietly slip away or intrude; ambush with close violence—a backstab, throat cutting, kneecapping, etc.
- DEMAND obedience with your force of personality; intimidate or threaten; lead an action with one of the crew's cohorts or crews.
- ENGINEER mechanisms or electronics to create, modify, disable, or repair; program a drone, fit a vehicle for remote control, crack a safe; use the ubiquitous technology in the sprawl to your advantage.
- ◆ FIGHT with an opponent in close combat; assault or hold a position; brawl and wrestle; entangle in battle.
- ◆FINESSE an item from someone's pocket; handle a vehicle or mount; employ footwork, feints, or sleight-of-hand.

- ✦HUSTLE someone with charm, logic, deception, disguise, or bluff; change attitudes or behavior with manipulation or seduction.
- INTERFACE with cyberspace or harness networked devices; execute or direct the functions of software; understand information technology.
- SCRAMBLE around or traverse obstacles; climb, swim, run, jump, and tumble; snatch a bag, get into cover, beat someone in a race; create distractions and chaos or apply sudden force.
- **STALK** a target; gather information about location and movements; line up a precision shot (or throw) from a distance.
- STUDY a person, document, or item with close scrutiny to gather information and apply knowledge; gain a deeper understanding; do research.
- SURVEY a location or situation to understand what's going on; sense trouble before it happens; gather information about opportunities or exploits.

### **1. PAYOFF**

The crew earns 2 REP per run by default. If the target of the run is higher Tier, take +1 REP per Tier higher. If the target of the run is lower Tier, you get -1 REP per Tier lower (minimum zero). If the target is one of the Big Ten, also mark +2 REP. (If you keep the mission completely quiet you earn zero rep instead).

- 2 NUYEN: Milk run; several full credsticks. 2. HEAT
- 4 NUYEN: Standard run; a datavault.
- 6 NUYEN: Big run; decent loot.
- 8 NUYEN: Major run; serious loot.
- 10+ NUYEN: Insane run; impressive loot. •

Subtract NUYEN equal to your Tier +1 if you owe a cut to a someone (like a contact, crime boss, or larger organization).

You also earn a **NUYEN** reward based on the nature of the operation (see list at right).

### **3. ENTANGLEMENTS**

After the payoff, roll dice equal to your WANTED LEVEL, and read the result according to your HEAT.

| HEAT 0-3 |                                       | <b>HEAT</b> 4/5 |                                  | HEAT 6+ |                                     |
|----------|---------------------------------------|-----------------|----------------------------------|---------|-------------------------------------|
| 1-3      | Crew Trouble or<br>The Usual Suspects | 1-3             | Crew Trouble or<br>Questioning   | 1-3     | Flipped or<br>Interrogation         |
| 4/5      | Rivals or<br>Awakened Badness         | 4/5             | Reprisals or<br>Awakened Badness | 4/5     | Draconic Notice or<br>Show of Force |
| 6        | Called Favor                          | 6               | Show of Force                    | 6       | Detainment                          |

**Called Favor.** Someone owed a cut or favor demands it be repaid. Repay them in full, or forfeit **REP** equal to your Tier. If you don't owe anyone, a +3 status faction asks you for a favor instead. Agree to do it or forfeit **1 REP** per Tier of the faction. If you don't owe any favors or have a +3 faction status, you avoid entanglement right now.

Crew Trouble. One of your cohort teams (or other cohorts) causes trouble due to their flaw(s). You can lose face (forfeit REP equal to your TIER +1), make an example of one of the crew members, or face reprisals from the wronged party.

Detainment. Authorities have been contracted against you. They send a detail to bring you in (a team at least equal in scale to your wanted level). Pay them off with NUYEN equal to your wanted level +3, hand someone over for detainment (this clears your HEAT), or try to evade capture.

Draconic Notice. A dragon approaches the crew with a dark offer. Accept their bargain, hide until it loses interest (forfeit 3 REP), or deal with it another way.

Flipped. One of your contacts, patrons, clients, or a group of your customers to switch allegiances due to the HEAT on you. They're loyal to another faction now.

Interrogation. Authorities round up one of the PCs to question them about the crew's crimes. How did they manage to corner you? Either pay them off with 3 NUYEN, or they beat you up (level 2 harm) and you tell them what they want to know (+3 HEAT). You can resist each of those consequences separately.

Questioning. Authorities grab an NPC member of your crew or one of the crew's contacts, to question them about your 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 the authorities off with 2 NUYEN.

Reprisals. An enemy faction makes a move against you (or a friend, contact, or vice purveyor). Pay them (1 REP and 1 NUYEN) 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. Forfeit (1 REP or 1 NUYEN) 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 become marked (drop to -3 status). If you have no claims, lose 1 hold instead.

Supernatural Badness. An emergent or astral entity is drawn to you-perhaps it's a past victim, pixie, or a hungry technocritter? Acquire the services of a Magician, Technomancer, or another suitable expert to attempt to destroy or banish it, or deal with it yourself.

The Usual Suspects. Authorities grab someone in the periphery of your crew. 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 **1NUYEN**.

After a run or conflict with an opponent, the crew takes HEAT. Add +1 HEAT for a high-profile or well-connected target. Add +1 HEAT for a hostile territory. Add +1 HEAT if you're marked by any number of factions. Add +2 **HEAT** if killing was involved.

### **4. DOWNTIME**

When you're at liberty between runs and find some respite from peril, you may pursue two downtime activities from the list below. You also recover all of your armor uses. During downtime, you may perform additional activities from the list by spending **1** NUYEN or **1** REP for each.

For any downtime roll, add +1d to the roll if you get help from a **friend** or **contact**. After the roll, you may increase the result level by one for each NUYEN spent, by hiring assistance, paying a bribe, etc. (so, a 1-3 result becomes a 4/5, 4/5 becomes 6, and a 6 becomes a CRITICAL).

| ACQUIRE<br>ASSET     | Acquire temporary use of an <b>asset</b> . Roll the crew's <b>TIER</b> . The result indicates the <b>quality</b> of the asset ( <b>1-3</b> : Inferior (Tier -1), <b>4/5</b> : Standard (Tier), <b>6</b> : Fine (Tier +1), <b>CRIT</b> : Exceptional (Tier +2). <i>You may spend</i> <b>NUYEN</b> <i>to bump this result beyond exceptional, to reach higher quality Tiers, but it costs 2 NUYEN per level to do so.</i> |
|----------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| LONG TERM<br>PROJECT | Work on a <b>Long Term Project</b> , if you have the means. Roll a trait and mark 1 segment on the project clock per level ( <b>1-3:</b> one, <b>4/5:</b> two, <b>6:</b> three, <b>CRITICAL:</b> five).                                                                                                                                                                                                                 |
| RECOVER              | Get <b>treatment</b> to clear level-1 harm, and tick your <b>healing clock</b> (like a long-term project).<br>When you fill the clock, each harm is reduced by one level. Special harm has special rules.                                                                                                                                                                                                               |
| REDUCE<br>HEAT       | Say how you reduce <b>Heat</b> on the crew and roll your <b>ACTION</b> . Reduce heat according to the result level ( <b>1-3</b> : one, <b>4</b> / <b>5</b> : two, <b>6</b> : three, <b>CRIT</b> : five).                                                                                                                                                                                                                |
| TRAIN                | <b>Mark 1 какма</b> for an attribute or your playbook ( <b>+1 какма</b> if you have the appropriate crew training upgrade). <i>You can train a given karma track only once per downtime.</i>                                                                                                                                                                                                                            |
| INDULGE<br>VICE      | Visit a purveyor of your vice, and roll dice equal to your <b>lowest attribute</b> . If you clear more edge levels than you had marked, you <b>overindulge</b> (see below). If you do not or cannot indulge your vice during downtime, you mark edge equal to your <b>TRAUMA</b> .                                                                                                                                      |

### **OVERINDULGE.**

You make a bad call because of your vice—in acquiring it or while under its influence. What did you do?

- ATTRACT TROUBLE: Select or roll an additional entanglement.
- **BRAG** about 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.

- ٠ **0 HEAT:** Smooth & quiet; low exposure.
- 2 HEAT: Contained; standard exposure.
- 4 HEAT: Loud & chaotic; high exposure. ٠
- 6 HEAT: Wild: devastating exposure.

**Plus** any additional **HEAT** from complications or dragon's deals during the session.

### **GM REFERENCE**

#### **GM GOALS**

- Play to find out what happens.
- Convey the world honestly.
- Bring fantasy Kingston to life.

### **GM PRINCIPLES**

Be a fan of the PCs. Let everything flow from the fiction. Address the characters. Address the players. Show, don't tell. Start with a dystopian canvas. Paint the world w/ a supernatural brush. Decorate it w/ chrome and neon. Consider the risk. Hold on loosely. But don't let go.

### **GM ACTIONS**

When things are getting started:

♦ What's your goal?

• What plan did you make? (and what's the detail? Gather info to find one?)

And when things are underway: ♦ How do you do that? (which

action do you use?) • What's your goal? (what's the effect?)

Cut to the action. Foreshadow the danger; follow through. Tell them the consequences and ask. Offer a DRAGON'S DEAL. Make a progress clock or tick one. Ask the players. Actions ripple through the network. Think off-screen. What do you do?

### CONSEQUENCES



| Man, Woman, | Ambiguous, | Concealed. |
|-------------|------------|------------|
|-------------|------------|------------|

| Affable<br>Brooding<br>Bright<br>Dark<br>Fair<br>Worn<br>Lean<br>Wiry<br>Huge<br>Chiseled | Athletic<br>Stout<br>Scarred<br>Rough<br>Striking<br>Lovely<br>Handsome<br>Slim<br>Delicate<br>Bony | Plump<br>Squat<br>Weathered<br>Cold<br>Sad<br>Stern<br>Open<br>Languid<br>Calm<br>Fierce |
|-------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------|
| Chiseled                                                                                  | Bony                                                                                                | Fierce                                                                                   |
|                                                                                           |                                                                                                     |                                                                                          |

Vintage Ball Cap

Heavy Work Boots

Trenchcoat

Camouflage

**Pilot's Goggles** 

**Pointy Stilettos** 

Stolen Uniform

Old Bomber Jacket

Lebret Piercing Windbreaker Hoodie Tall Boots **Stylish Sneakers** Waxed Shoes **Tattered** Jeans Suit & Vest Suspenders Row of Ear Piercings Designer Jacket

ALIASES: Acidtrip, Arty, Alex, Bamboo, Barefoot, Black Betty, Betamax, Bricks,

Bonnie, Boxer, Chuckles, Cid. Captain, Crank, Dirt, Ditch, Dozer, Dogboy, Dragon,

Drake, Eagle, Evergreen, Echo, Eli, Frost, Finley, Flynn, Gatekeeper, GH.ost,

Glimmer, Godmother, Gutter, Heisenberg, Hiro, Huck, Indigo, Jackal, Jeanie,

Kid Ick, Killjoy, Kludge, Lugnut, Lazarus, Lightfoot, Lord, Lotus, Lucky, Max, Machete,

Maggie, MinusOne, Morphie, Moto, Mouse, Myst, Moonchild, Nailbiter, Needlenose,

Next, O'Conner, Ol' Greg, One Time, Orpheus, Overwatch, Pacman, Payback, p3ndr4g0n,

Porkchop, Poolrat, Runaway, Quartz, Quentin, Razorfist, Red Hank, Ringo, Ripper,

Rukkus, Sato, Sequoia, Sinker, Slaughter, Steady, Stutter, Tate, Terminal, Trickshot,

Twink, Victory, Vixen, Volcano, Whiplash, Wheelie, Wizbang, Yumyum, Zero, Zorro

Nanotattoos Puffy Coat **Visible Implants** Loose Silks **Pressed Trousers** Suspenders **Gypsy Beads Skintight Leathers** Spiked Choker

**CITY DESCRIPTORS** 

rain-soaked, puddles, sewer steam, neon-lit, gusty, chrome, concrete. unfinished skyscrapers, plastic trees, pitch-black, bloodstained, grimy, gutters, dumpster, refuse, office park, bridges, sidewalks, crowded alleys, fire escapes, spherical street cams, dimly lit, patrolling drones, holographic dancers, brick walls. onslaught of logos, fierv smokestacks, fog-shrouded, damp, chill, mirrored glass, fluorescent, decorative LEDs, hidden vagrants, holographic billboards, e-cigarettes, sewer grates, speedboats, sludge, skycabs, traffic jams, blackout windows.

#### LOCATIONS

Sandema Arcology **Fantasy Towers** University of Kingston The Docks Pill Hill (Fairway Hill) Port Royal Airfield **Bellview Parabiology Lab** Marley Museum Mona Reservoir National Heroes Park Eastwood Mall Murrow Memorial Bridge **Roy Anthony Bridge Chancery Street Bus Station Tower Street Station** Kingston Central Hospital **Emancipation Park Garage Cultureyard Science Museum** 

### FLASHBACK EDGE COSTS

**0 EDGE** for a normal action for which you had easy opportunity.

**1 EDGE** for a complex action or unlikely opportunity.

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

| INTUITION | Body     | WILLPOWER |
|-----------|----------|-----------|
| Engineer  | Creep    | Consort   |
| Interface | Finesse  | Demand    |
| Stalk     | Fight    | Hustle    |
| Survey    | Scramble | Study     |

#### **DISTRICTS (RICHEST TO POOREST)**

V: New Kingston **IV: Kingston Parish** III: St Andrew Parish II: Trench Town I: Sewerton

Mona **Constant Spring** Havendale Harborview

#### **MEET LOCATIONS**

Smoke & Lagger Half Way Tree **Big Tum** Fontana Barbican (Jamaican) Santa Maria's (Mexican) **Quickbite** (Chinese) The Sky Lounge (Japanese) Cafe Bennett (Cuban) Moshbar (Sewertown) **Eastwood Food Courts Private Havens Consulting** The Alabaster Maiden Skull & Bones Swapyard Mama's Country Home **Club Steinbergh** Robbo's Cage

| <b>Complication</b> (Tick a clock, 1-3 segr        | nents. Or a new <b>obstacle</b> or <b>threat</b> appears.)                            | You have <b>reduced effect</b> .       | The Garden Maze<br>Brokeback Correcti          | Don Pablo's<br>onal Sweet Clouds                     |
|----------------------------------------------------|---------------------------------------------------------------------------------------|----------------------------------------|------------------------------------------------|------------------------------------------------------|
| You suffer <b>harm</b> (1-3).                      | You <b>lose your opportunity</b> . You                                                | ou end up in a <b>worse position</b> . | FORTUNE ROLL         Id for each TRAIT rating. | <b>CRITICAL:</b> Exceptional outcome / Great effect. |
| EFFECT                                             | <b>1.LIMITED:</b> How is the effect diminished?                                       | EFFECT FACTORS                         |                                                | 6: Good outcome / Standard effect.                   |
| How does the effect manifest?                      | What significant obstacle remains?<br><b>2.STANDARD:</b> How does the expected effect | - QUALITY / TIER +                     | +1d for a MAJOR ADVANTAGE.                     | 4/5: Mixed outcome / Limited effect.                 |
| If there's a clock for your                        | <i>manifest? What's left to do, if anything?</i>                                      | - SCALE +                              | •                                              | <b>1-3:</b> Bad outcome / Poor effect.               |
| obstacle, tick segments equal to the effect level. | <b>3. GREAT:</b> How is the effect increased? What extra benefit manifests?           | - POTENCY +                            | -1d for a MAJOR DRAWBACK.                      |                                                      |

**CyberSec Global (VI):** It is said that corporate spies actually control the board room here. Some of those who answer for CSG's actions are not even physical; simply AI. A violent, cruel, and greedy organization with expansive power over the flow of data. They primarily serve the interests of the Big Ten and prevent cyberspace and the stock markets from crashing again.

**Mexitech Logistics (V):** One of the most powerful megas, based out of Mexico City. Has numerous military contracts, manufacturing & raw materials sites, as well as leading consumer space program.

**Brokeback Corrections (IV):** Private corrections facility said to be inescapable. Many ex-runners spend the bulk of their lives with burnt IDNs in here. Several criminal operations are run by convicts from within its walls.

**People's Party (V):** The most powerful local gang in all of Kingston, well-known for its masterful poisoning of its rivals and their families—reducing the Labor Party to fringe status in the 2050s.

**Cuban Mafia (IV):** The upper rungs of the Cuban mafia, who is constantly in flight aboard a protected private jet that flies about the world as El Jefe pleases. As powerful as a megacorp, the structure of the organization gives them extensive and significant presence in every major city in the Americas, most European cities, and even in Asia.

**Atari-Tendo (V):** A huge mega, based out of the Eastern Asian Union with multiple city states on the island chain of Japan. Specializes in entertainment, food, and fitness technology. Rumored to have mined out their quarries on the island and are moving into trideo-themed resorts and cryogenics.

**Mona (IV):** Swanky, mountainside homes on narrow precipices, mirrorpane windows. A multitude of tiny designer parks and fancy restaurants & thin mirrored skyscrapers.

New Kingston (IV): Commercial district and dense residential arcologies. Most areas here are indoors, even the parks.

**Kingston Parish (III):** The location of the capital building, Banker's Strip, and the municipal complexes containing the likes of the CSG and OTF Field Offices, as well as the Police HQ.

**Constant Spring (III):** Ranches with towering vertical gardens, populated by hard-working upper working class.

Havendale (II): Suburban blacktop and arcologies, populated by the hard-working middle class suburbia.

**Catholic Church (IV):** The "state religion", if there is such a thing. They honor the old ways, and abhor the corrupted spirit world.

**Buddislam Nation (III):** A bastardization of Islamic and Buddhist beliefs, full of violent extremists and genius cyberdocs. They take explosive approaches to breaking the megacorps' control over the illegal cyberware trade - suicide bombings, which their teachings claims will grant spiritual enlightenment.

Atlantean Foundation (III): An outfit looking for and into anything and everything that might be connected to the lost island of Atlantis. In the process they developed considerable relic-hunting and magic-researching capabilities. The former draconic president of Mexico City recognized this by dropping five billion spacebucks on the Atlanteans in his will.

**Black Circle (III):** A group of five siblings that lead a following of young cutthroats and bruisers they recruited and trained to use voodoo following the Street Raids. Rumored to have been the former leadership of the Illuminati, Knights Templar, and Freemasons. If you spot people in black robes casting weird mojo, take some notes, call the authorities, and get the hell out of there.

**Mirror's Edge (III):** An underground cyberspace community consisting of an array of exceptional shadow minds gathered by Mirror to be a filter. Mirror, perhaps the best hacker the world has ever seen, had to step down from the network recently, but the group is still going strong.

**Lord Vladimir (III):** An ancient noble from Latvia, said to be immortal. Possibly infected. Controls a number of clearing houses and banks for his extensive worldwide investment portfolio.

**St Andrew Parish (II):** Location of posh areas like Russell Heights (Uptown) as well as rougher neighborhoods that are a hotbed for petty theft and gang shootings; home to the Half Way Tree restaurant, a no-fire zone in the central commercial park, good for runners to meet up and make connections.

**Portmore (II):** The emancipated zone to the southwest of Kingston proper, mostly lawless but known to be a haven for those in hiding or looking to get out of town for awhile without leaving the island.

**Trench Town (I):** A highly populated residential area littered with broken streets, ramshackle apartments, dilapidated homes, atop decaying infrastructure. Made famous by Bob Marley. There is known to be an entrance to Sewerton in this area, though no one likes to talk about what's down there.

**British Consulate (III):** A small representation of British nobility; they will kill anyone, even their own kind, for trying to move in on their monopoly over magical trade, or what's left of its after the trade war they lost.

Alamo Security (III): an independent security subcontractor that boasts about its tradition of no-holds-barred Texas justice and brutality. Well-known for its persistent personnel. They have teams of bounty hunters and private investigators with southern drawls.

**Legionnaires (II):** The hired security officers, outsourced from various surrounding nations in the Caribbean League, often overworked and not paid enough to turn down a solid bribe.

**Manning Family (II):** Ruthless mobsters, notorious for murdering any who challenge them in broad daylight. No one would sign a witness statement against them. One of the mafia presences which answers to El Jefé in Cuba. Their control over the Downtown district is in question in the wake of Lefty's death, which shattered the alliance between the Talons and Mountain Bats they had brokered before being killed.

**Talons (II):** Legitimate sailors turned arms dealers to survive the poverty inflicted by automation of their profession.

**Mountain Rats (II):** The remnants of the Rat Bats, disorganized in the 2020s, but reformed in the '30s following an alliance with another gang leader and their dwindling numbers. They claim to have survived the Street Raids of 2028 by hiding in the mountains north of Kingston.

**Citizens on Patrol:** Civilian investigators that report to security firms. They have a reputation for ethics and integrity (no one likes them). They often present evidence which help put away runners. **The Rack (I):** The network of sailors, boat builders, and deckhands in the city.

**Harbor View (I):** This area was once part of Kingston Parish—but is mostly deserted now, and condemned due to its proximity to Port Royal. The Harbor View Roundabout surrounds several hotels and an old commercial district. The abandoned airstrip, raceway, and yacht club in Port Royal are within view of the place, but locals know this is a horrid place: haunted as can be. Best not to go there without a shaman or a deathwish.

**Sewerton (I):** A vast and ancient underground network of sewer pipes and flooded passageways. Hidden throughout are said to be secret paths in and out of various parts of the city. but official reports say those are long since blocked off. There's at least one entrance there always open in lower Trench Town.

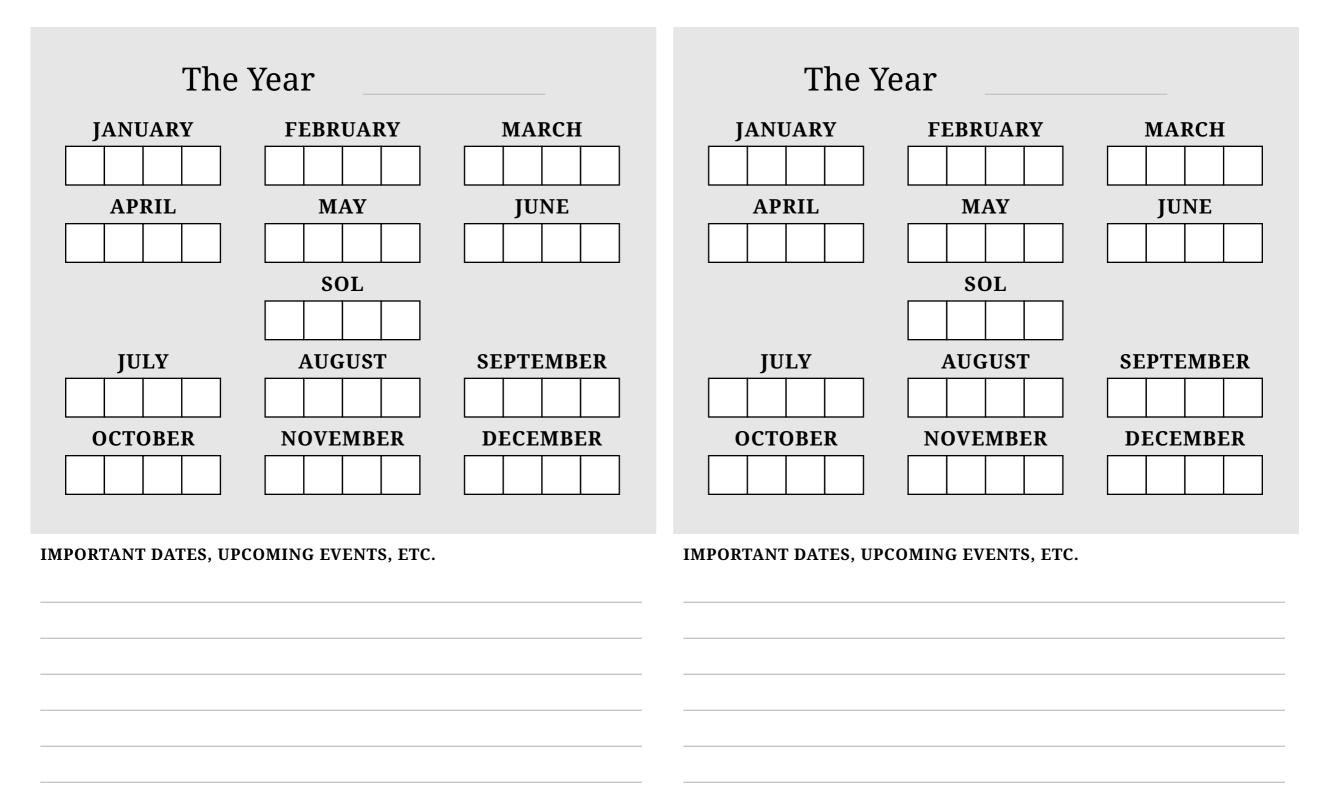
| FACTIONS OF           |      |       |        | CONTINENT:                         |      | HEA  | T      |                                                                                                                                                                                                                                                                                                                                                                                                                                                      | TED LEVE                                                                    | L<br>>                                                                |                                            |
|-----------------------|------|-------|--------|------------------------------------|------|------|--------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------|-----------------------------------------------------------------------|--------------------------------------------|
| NAME<br>SAFEHOUSE(S)  | RE   | EPUTA | TION   |                                    |      | REP  |        | FIXERS                                                                                                                                                                                                                                                                                                                                                                                                                                               | HOLD                                                                        | WEAK                                                                  | STRONG                                     |
| FIXERS                |      |       |        |                                    |      |      |        |                                                                                                                                                                                                                                                                                                                                                                                                                                                      | TIER                                                                        | $\diamond \diamond$                                                   | $\diamond \diamond$                        |
| SHADOW GROUPS & GANGS | TIER | HOLD  | STATUS | INSTITUTIONS AND POLITICAL LEAGUES | TIER | HOLD | STATUS |                                                                                                                                                                                                                                                                                                                                                                                                                                                      | TIER                                                                        | HOLD                                                                  | STATUS                                     |
| CORPORATIONS          | TIER | HOLD  | STATUS | CULTS AND CLIQUES                  | TIER | HOLD | STATUS | MARKED<br>When you're marked by any numfollowing penalties apply:<br>* Lose 1 hold (temporarily, while you<br>This may knock you down a Tier.<br>* PCs get only one free downtime<br>* Take +1 heat from each run.<br>* Your claims which generate nuyer<br>fences, etc) produce only half their<br>Tier and hold designations are specific to the<br>are in another one for best results. Factions to<br>continents with headquarters - and weakery | ou continued to<br>action instead<br><b>n</b> (vice dens, g<br>normal incom | o be marl<br>of two.<br>ambling<br>e.<br>ou play; adj<br>gher tier on | ked).<br>rings,<br><sup>r</sup> ust if you |

**RUN TRACKER** 

### SHEET NUMBER

| RUN TYPE                              | RUN TYPE                              | RUN TYPE                              |  |  |
|---------------------------------------|---------------------------------------|---------------------------------------|--|--|
| TARGET                                | TARGET                                | TARGET                                |  |  |
| LOCATION CALENDAR WEEK                | LOCATION CALENDAR WEEK                | LOCATION CALENDAR WEEK                |  |  |
| PAYOFF: NUYEN / REP HEAT              | PAYOFF: NUYEN / REP HEAT              | PAYOFF: NUYEN / REP HEAT              |  |  |
| ENTANGLEMENTS, FACTION STATUS CHANGES | ENTANGLEMENTS, FACTION STATUS CHANGES | ENTANGLEMENTS, FACTION STATUS CHANGES |  |  |
| NOTES, EVENTS, AND CLOCKS ADVANCED    | NOTES, EVENTS, AND CLOCKS ADVANCED    | NOTES, EVENTS, AND CLOCKS ADVANCED    |  |  |
|                                       |                                       |                                       |  |  |
|                                       |                                       |                                       |  |  |
|                                       |                                       |                                       |  |  |
|                                       |                                       |                                       |  |  |
|                                       |                                       |                                       |  |  |
|                                       |                                       |                                       |  |  |

**SERIES TRACKER** 



The month of Sol was instituted following the Great Crashes, and marks the summer equinox. So, each year consists of 13 months, each 4 weeks long (exactly 28 days). The exception is Sol, which has a leap day or two inserted each year.

Each box on the tracker above represents one week of time in-fiction. Fill boxes accordingly with the date at the start of the campaign (ex: Valentine's Day, Feb 14th, fill in 6 boxes), then mark one box each **downtime phase** to track the passage of time during the campaign.

LOOK

ALIAS(ES)

**HERITAGE:** 

DRAIN

HARM

IDN? SOURCE

FREE SPIRIT AN ECHO OF LIFE BETWEEN TWO WORLDS

INTUITION  $OO\bigcirc$ ENGINEER Ο 000 **INTERFACE**  $\bigcirc$  $\bigcirc$  $\bigcirc$ 

BODY

 $\bigcirc$ 

000

| 00<br>00 | STALK<br>SURVEY |
|----------|-----------------|
|          | $\square$       |
| 00       | CREEP           |

 $\bigcirc$  $\bigcirc$ 000 FIGHT  $\bigcirc$ 000 FINESSE 0 000 SCRAMBLE WILLPOWER CONSORT 000 DEMAND Ο 000 HUSTLE

ASSENSE

STUDY

**BONUS DIE** 

**PUSH YOURSELF** (mark 2 edge) **OR** accept a DRAGON'S DEAL

FREE SPIRIT TRAITS

**Spirit Form:** When you become a free spirit, you get this trait for free. You now exist as a concentration of vaporous essence that resembles your living body and clothes. You may weakly interact with the physical world and vice versa. You're vulnerable to astral powers and electromagnetic effects. You move about by floating and may fly swiftly without tiring. You may slowly flow through small openings as a vapor. You chill the area around you and are terrifying for the living to behold. You are affected by banishing foci, and the **Conjure** secret art of a Magician (you may make a resistance roll to overcome their effect).

**O** Dissipate: You can disperse the concentrated energy of your astral form in order to pass through solid objects for a moment. Mark **1 drain** when you dissipate, plus 1 drain for each feature: It lasts longer (a minute—an hour—a day)—you also become invisible—anything that passes through your spirit form becomes engulfed by a sorcerous energy type you wield (fire, ice, lightning, or wind).

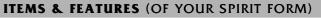
O Materialize: Mark 1 drain to solidify your vaporous essence for a few minutes or flow through the astral pathways to answer the summoning call of a Magician's Conjure (solidifying there if the conjurer demands it).

**O Specter:** Mark 1 drain to strongly interact with the physical world for a few moments (as if you had a normal body). Extend the reach and magnitude of your interaction to include telekinetic or elemental force by marking more drain (2-6).

O **Chained:** You are bound to a physical item that prevents your destruction. You can take 1 drain to strongly interact with it and those nearby it for a few hours (to move it, protect it, etc). If you suffer lethal **harm** while your chain is not destroyed, you aren't destroyed, but your spirit is banished. Instead you suffer level-3 harm, incapacitated, and return to your chain's physical location. If you suffer arcane **harm** while in this state, you are destroyed utterly.

O **Possess:** You may **Assense** to take control of a living body. When your control is challenged, you must re-Assense (risking harm) or leave the body. Your control is challenged when: you consume essence from the host-when supernatural powers act against you—when the host's will is driven to desperation. You may easily and indefinitely possess a vessel which has been ritually prepared for you (change your playbook).

**ENEMIES & RIVALS** 



|                                                                      |                      |                     | KARMA                                                              |                                                    |                                |
|----------------------------------------------------------------------|----------------------|---------------------|--------------------------------------------------------------------|----------------------------------------------------|--------------------------------|
|                                                                      |                      |                     | • Everytime you roll a des                                         | sperate action, mark karma in th                   | at action's attribute.         |
| At the end of each session, for<br>attribute) or 2 karma if that ite |                      |                     | , for each item below, mark 1 k<br>t item occurred multiple times. | karma (in your playbook or an                      |                                |
|                                                                      |                      |                     | • You exacted vengeance                                            | upon those whom you deem des                       | serving.                       |
|                                                                      |                      |                     | <ul> <li>You expressed your outra</li> </ul>                       | nge or suffering, or settled scores fr             | om your heritage or background |
|                                                                      |                      |                     | <ul> <li>You struggled with issue</li> </ul>                       | es from dystopia, your need, or                    | your torment.                  |
|                                                                      |                      |                     | TEAMWORK                                                           | PLANNING & LOAD                                    |                                |
|                                                                      |                      |                     | Assist a teammate                                                  | Choose a <i>plan</i> , provide the of for the run. | detail. Choose your load limit |
| PLA                                                                  | AYERS BEST PRACTICES |                     | Lead a group action                                                | Assault: Point of attack                           | Social: Connection             |
| EMBRACE THE RUNNER'S LIFE                                            | ACT NOW, PLAN LATER  | TAKE RESPONSIBILITY | Protect a teammate                                                 | Deception: Method                                  | Stealth: Entry point           |
| DON'T BE A TROG                                                      | USE YOUR EDGE        | DO WHAT SOUNDS FUN  | Set up a teammate                                                  | Supernatural: Power                                | Transport: Route               |

**ARMOR USES** 

ARMOR 🗌

SPECIAL

HEAVY

#### **R** INFORMATION

- do they intend to do?
- can I get them to [X]?
- are they really feeling?
- should I lookout for?
- 's the weakness here?
- How can I find [X]?
- What's really going on here?

CREW

CHAOTIC - DESTRUCTIVE - FURIOUS

**OBSESSIVE - TERRITORIAL - SAVAGE** 

NEED

HELP

-1D

LESS

**EFFEC1** 

**GIVEN NAME** 

AFRICA - ASIA - AMERICAS - EUROPE - OCEANIA - OTHER

**HEALING PROJECT CLOCK** 

BACKGROUND: ACADEMIC - CORPORATE - LABOR - LAW - MEDIA - MILITARY - TRADE - UNDERWORLD

You have an intense **NEED**: living essence. To satisfy this need, possess a living victim, and consume

their essence (this may be a **downtime action**). When you do so, clear half your **drain** (round down).

TORMENT

NOTES

STASH

| RUNNERS IN THE                            | SHADOWS<br>CREW                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | INFECT                                                                                                      | <b>ED</b> A PERSON II<br>VAMPIRE VI                                                                                                                                                                 | NFECTED WITH THE<br>RUS                                                                                                |                                                                   |                                                     |
|-------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------|-----------------------------------------------------|
|                                           |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | INFECTED TRAITS                                                                                             |                                                                                                                                                                                                     |                                                                                                                        |                                                                   |                                                     |
| ALIAS(ES)                                 | GIVEN NAME                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | trauma is maxed out. Che<br>are now immune to the<br>to sunlight quickly cause<br>trauma, you don't die, bu | erson whose spirit is trapped<br>cose four traumas to reflect y<br>effects of aging and cannot d<br>s you to become fatigued. If<br>at your infected will is overv<br>til you feed enough to recove | your vampiric nature. You<br>ie from old age. Exposure<br>you suffer fatal <b>harm</b> or<br>whelmed. You take level 3 | INTUITION 0 000 0 000 0 000 0 000 0 000 0 000 0 000 0 000 0 000   | ENGINEER<br>INTERFACE<br>STALK<br>SURVEY            |
| HERITAGE:                                 | AFRICA - ASIA - AMERICAS - EUROPE - OCEANIA                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | a wooden stake or the ray                                                                                   | s of the sun while in this state<br>ager (you now advance more                                                                                                                                      | , you are destroyed utterly.                                                                                           | BODY<br>0000                                                      | CREEP                                               |
|                                           | TE - LABOR - LAW - MEDIA - MILITARY - TRADE - UNDERWORLD<br>from a living person. Use 1 downtime activity to <b>Hunt</b> prey and                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     | speed (run faster than a c<br>building, etc.). This factor                                                  |                                                                                                                                                                                                     | nds, leap onto the roof of a                                                                                           | • 000<br>0 000<br>0 000                                           | FIGHT<br>FINESSE<br>SCRAMBLE                        |
|                                           | while indulging, erase all level 1 harm and mark 4 ticks on your<br>al. How do you feed? What telltale sign do you leave on your victims?                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | subject's true thoughts on                                                                                  | Mark <b>1 edge</b> to sense beyon<br>feelings, see thermographic<br>location of a hidden object, e                                                                                                  | ally, sense the presence of                                                                                            | WILLPOWE                                                          |                                                     |
|                                           | TRAUMA       COLD - HAUNTED - OBSESSED - PARANOID         Reckless - Soft - UNSTABLE - VICIOUS                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | • Astral Void: You are i<br>them. Mark 2 edge to cause<br>for a few moments.                                | nvisible to spiritual entities a<br>se living things to avert their g                                                                                                                               | nd may not be harmed by<br>aze and fail to observe you                                                                 | 0 000<br>0 000<br>0 000<br>0 000                                  | CONSORT<br>DEMAND<br>HUSTLE<br>STUDY                |
| HARM                                      | HEALING PROJECT CLOCK                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 | for actions under that att<br>resistance rolls with this                                                    |                                                                                                                                                                                                     | ake this ability, add + <b>1d</b> to                                                                                   | 0<br>000                                                          | ASSENSE                                             |
| -h-h-                                     | -1D<br>LESS<br>EFFECT ARMOR USES                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | remain in this form, you c<br>when you shift, plus <b>1 ed</b>                                              | ift into slow-moving mist for<br>an only be <b>harm</b> ed by supern<br><b>ge</b> for each extra feature: <i>you</i><br>love at normal speed—you are                                                | atural means. Mark <b>1 edge</b><br>a can strongly interact with                                                       | <b>BONUS DIE</b><br><b>PUSH YO</b><br>(mark 2 et<br><b>DRAGON</b> | <b>URSELF</b><br>dge) <b>OR</b> accept a            |
| I                                         | ARMOR<br>HEAVY                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |                                                                                                             | ect a special ability from a<br>tart with two) ITEMS                                                                                                                                                | A                                                                                                                      | ight <b>\5</b> norr                                               | mal 🔷 <b>6</b> heavy                                |
| NOTES                                     | SPECIAL                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | O Pendarvis, a butle                                                                                        | er 🔛 Fine d                                                                                                                                                                                         | othes, accoutrements                                                                                                   | A comm                                                            | Armor                                               |
|                                           | SYMPTOMS                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | O Layla, a compani                                                                                          |                                                                                                                                                                                                     | ersonal weapon                                                                                                         | A pistol                                                          | Heavy                                               |
|                                           | MARK 1 PER INFECTED TRAIT BEYOND THE 1ST                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | O Ratkid, a bodygu                                                                                          |                                                                                                                                                                                                     | nadow cloak                                                                                                            | A medieval                                                        | weapon                                              |
|                                           | DARK NECESSITIES: sunlight burns you, must rest in darkness as downtime activity [-3 EDGE if you don't].                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | O Otto, a driver                                                                                            | E Renfie                                                                                                                                                                                            |                                                                                                                        | A large v                                                         | veapon 🛛                                            |
|                                           | $ \qquad \qquad$                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | O Rey, a liason                                                                                             |                                                                                                                                                                                                     | ning focus                                                                                                             | Burglary gea                                                      | u 🗖                                                 |
|                                           | DIGESTIVE SHUTDOWN: food and drink is                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 | KARMA                                                                                                       |                                                                                                                                                                                                     |                                                                                                                        | Climbing                                                          | gear —                                              |
|                                           | poisonous, and you're extremely vulnerable to alcohol and other ingested poisons.         Image: Second Se | At the end of each session,                                                                                 | perate action, mark karma in the<br>for each item below, mark 1 ke<br>item occurred multiple times.                                                                                                 |                                                                                                                        | Documents                                                         | ar                                                  |
|                                           | a vacuous hole where your essence should be.<br>TERMINAL: your spirit can never leave this body.<br>When you die: full stop.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | • You expressed your beli                                                                                   | iority or infected without mercy.<br>efs, drives, heritage, or backgrou<br>es from your vice, trauma, or syr                                                                                        |                                                                                                                        | Reagents     Subterfuge s     Technical too                       |                                                     |
|                                           |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | TEAMWORK                                                                                                    | PLANNING & LOAD                                                                                                                                                                                     |                                                                                                                        | 00                                                                |                                                     |
|                                           |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | Assist a teammate                                                                                           | Choose a <i>plan</i> , provide the d<br>for the run.                                                                                                                                                | letail. Choose your load limit                                                                                         |                                                                   | FORMATION                                           |
|                                           | EDG DEGT DDACTICEG                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | Lead a group action                                                                                         | Assault: Point of attack                                                                                                                                                                            | Social: Connection                                                                                                     | 🕈 How can I                                                       | hey intend to do?<br>get them to [X]?               |
| <b>PLATI</b><br>EMBRACE THE RUNNER'S LIFE | ACT NOW, PLAN LATER TAKE RESPONSIBILITY                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | <b>Protect</b> a teammate                                                                                   | Deception: Method                                                                                                                                                                                   | Stealth: Entry point                                                                                                   | 🕈 What shou                                                       | hey really feeling?<br>Id I lookout for?            |
| DON'T BE A TROG                           | USE YOUR EDGE DO WHAT SOUNDS FUN                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | Set up a teammate                                                                                           | Supernatural: Power                                                                                                                                                                                 | Transport: Route                                                                                                       | How can I                                                         | e weakness here?<br>find [X]?<br>lly going on here? |

CREW

**SHELL** 

**A BRAIN IN A CYBERNETIC** FRAME

A shell doesn't have nuyen or stash of its own, but might be granted access to the resources of their owner.

|                                      |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |                                        | SHELL TRAITS                                  |                                                                          | $\square$                      |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |                                         |
|--------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------|-----------------------------------------------|--------------------------------------------------------------------------|--------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------|
| ALIAS(ES)                            | GIVEN NAM                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | E                                      | • Ghost in the Shell:                         | You are the last remnan                                                  | t of your living essence       |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | ENGINEER                                |
|                                      |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |                                        | controlling a cyberneti                       | c frame (a brain in a jar                                                | r). You have human-like        |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | INTERFACE                               |
|                                      |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |                                        | strength and senses, by                       | default. Your shell has na                                               | tural armor (this doesn't      | 0000                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | STALK                                   |
| IDN? SOURCE LOOK                     |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |                                        | count for load) and a ful                     | l suite of integrated comm                                               | unications software. Your      | 0 000                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | SURVEY                                  |
|                                      |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |                                        | former feelings, interest                     | s, and connections are only                                              | dim memories. You now          | BODY                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | $\square$                               |
| HERITAGE:                            | AFRICA - ASIA - AMER                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | RICAS - EUROPE - OCEANIA               | exist to fulfill your func                    | tions. Choose three: TO GL                                               | JARD—TO DESTROY—TO             | 0 000                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | CREEP                                   |
|                                      |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |                                        | DISCOVER—TO ACQUIR                            | E—TO LABOR ATthat wh                                                     | nich my creator demands.       | 0 000                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | FIGHT                                   |
| BACKGROUND: ACADEMIC - CORPOR        | RATE - LABOR - LAW - MEDIA - M                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | IILITARY - TRADE - UNDERWORLD          | <b>O</b> Superior Machine:                    | Choose any three action                                                  | ns. Your max rating for        | 0000                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | FINESSE                                 |
| Your shell frame runs on <b>elec</b> | <b>CTRICITY.</b> Recharge your capacitor.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | s by connecting to an                  | the chosen actions bec                        | comes 5. When you take                                                   | this ability, add +1d to       |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | SCRAMBLE                                |
|                                      | downtime action). When you do                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |                                        | resistance rolls against                      | t consequences of your <i>fec</i>                                        | itures.                        | WILLPOWE                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | R R                                     |
| ENERGY                               | WEAR                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |                                        | O Fully Integrated: Y                         | You may <b>Interface</b> with                                            | the local power grid to        | 0 000                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | CONSORT                                 |
|                                      |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | G - FIXATED - LEAKING - SMOKING        | control it or something                       | connected to it (including                                               | another shell).                |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | DEMAND                                  |
|                                      |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | NG - TWITCHY - UNSTABLE                | O Conduit: You may re                         | elease some of your store                                                | d energy as an electrical      |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | HUSTLE<br>STUDY                         |
| HARM                                 | HEALING PRO                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |                                        | shock around you or as                        | s a focused arc of electrici                                             | ty. You may also use this      | 0 0 0                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | UT UD T                                 |
| -halpert-                            |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | NEED "                                 | ability to generate a ba                      | rrier to repel or intercep                                               | t signals. Mark 1 energy       |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |                                         |
|                                      |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | -1D                                    | for each level of magnit                      | tude.                                                                    |                                | BONUS DIE                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | r                                       |
|                                      |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | ************************************** | O Quantum Conscious                           | <b>sness:</b> Choose an addition                                         | al frame and its starting      | PUSH YOU                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |                                         |
|                                      |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | LESS<br>EFFECT ARMOR USES              | feature. You may transfe                      | er your consciousness betv                                               | ween your frames at will.      | DRAGON'                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     | lge) <b>OR</b> accept a <b>S DEAL</b>   |
|                                      |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |                                        |                                               | ade: Choose an additional                                                |                                |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |                                         |
| NC                                   | DTES                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | HEAVY 🗌<br>SPECIAL                     | —                                             | ose your frame and look (or create                                       |                                |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |                                         |
|                                      | 115                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | STECIME                                | □ SMALL (Cat size, -1 s<br>Amphibious—Flight— | cale): A motorized orb, a ro<br>-Reflexes—Tiny                           | botic doll or spider.          | □ A comm<br>□ A pistol                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | Armor                                   |
|                                      |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | AME FEATURES                           |                                               | e): An cybernetic humanoid,<br>cko Climb—Life-like Appear                |                                | A quiet weap                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | on                                      |
|                                      | □ Amphil<br>□ Flight                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | 🗖 Flash Ordnance                       | HEAVY (Motorbike siz                          | ze, +1 scale): A hulking mec<br>terior Space—Plating—Turre               | h, a self-driving vehicle.     | A medieval v                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | Ammo                                    |
|                                      | □ Reflexe<br>□ Tiny                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | 🗖 Media Device                         |                                               | 1P—Flash Ordnance—Hydraulic                                              |                                | An unusual v                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | · · · · · · · · · · · · · · · · · · ·   |
|                                      | □ Compai<br>□ Gecko G                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | rtment Sensor Array                    |                                               | —Sensor Array—Smoke Project                                              | ors—Stealth—White Box          | Climbing                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | geai                                    |
|                                      |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | CIIIII Cmoleo Drojoctor                | KARMA                                         | perate action, mark karma in th                                          | at action's attribute          | Demolitic                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | n tools                                 |
|                                      | Compared Compare | rtments 🗖 White Box                    | At the end of each session,                   | for each item below, mark 1 k                                            |                                | Lighting gea                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |                                         |
|                                      | ☐ Plating<br>□ Turret                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |                                        |                                               | item occurred multiple times.<br><i>ns despite difficulty or danger.</i> |                                |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |                                         |
|                                      |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |                                        | <ul> <li>You suppressed or ignor</li> </ul>   | ed your former human qualities                                           |                                | Subterfuge subterfuge subterfuge subterfuge                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |                                         |
|                                      |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |                                        | <ul> <li>You struggled with issue</li> </ul>  | s from your wear or flaws durir                                          | ng the session.                | □                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |                                         |
|                                      |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |                                        | TEAMWORK                                      | PLANNING & LOAD                                                          |                                |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | FORMATION                               |
| You may swap out your features       | s with a downtime activity.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |                                        | Assist a teammate                             | Choose a <i>plan</i> , provide the c<br>for the run.                     | detail. Choose your load limit |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | ney intend to do?                       |
|                                      | YERS BEST PRACTICES                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |                                        | Lead a group action                           | Assault: Point of attack                                                 | Social: Connection             | How can I                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | get them to [X]?<br>hey really feeling? |
| EMBRACE THE RUNNER'S LIFE            | ACT NOW, PLAN LATER                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | TAKE RESPONSIBILITY                    | Protect a teammate                            | Deception: Method                                                        | Stealth: Entry point           | What should be a constructed with the should be constructed withe should be constructed withe sh | ld I lookout for?                       |
| DON'T BE A TROG                      | USE YOUR EDGE                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | DO WHAT SOUNDS FUN                     | Set up a teammate                             | Supernatural: Power                                                      | Transport: Route               | How can I                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |                                         |
|                                      |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |                                        | • · · · · · · · · · · · · · · · · · · ·       |                                                                          |                                |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | lly going on here?                      |

# Some Random Generators

Need some quick descriptors for an NPC? Roll 3d6 and consult the tables below.

### NATIONALITY

- 1-3 Local
- 4/5 Nearby area
- 6 A complete foreigner

### Gender

- 1/2 Ambiguous, Concealed
- 3/4 Female
- 5/6 Male

### Age

- 1-3 Child/teen
- 4/5 Adult
- 6 Middle-aged/elderly

Or maybe you need a company to steal from? Roll dice and consult the tables below, or mix and match with a proper noun of your own creation.

### **COMPANY NAME PREFIXES**

Roll 1d6, and choose one from any column.

| 1 | Aero | Cryo | Auto   |
|---|------|------|--------|
| 2 | Dyna | Nex  | Cyber  |
| 3 | Geno | Digi | Eco    |
| 4 | Tele | Arco | Endo   |
| 5 | Nano | Bio  | Thermo |
| 6 | Agri | Nu   | Bit    |

### **COMPANY NAME ENDINGS**

Roll 1d6 twice, and apply each result to a column.

| 1 | Chem | Manufacturing |
|---|------|---------------|
| 2 | Port | Logistics     |
| 3 | Sun  | Solutions     |
| 4 | Dyne | Construction  |
| 5 | Tek  | Holdings      |
| 6 | Gen  | Systems       |

Example: Rolled a 1 for the Prefix and chose "Aero," then rolled a 1 and a 3 for the Endings. So the company generated would be AeroChem Solutions.

# **RANDOM RUN GENERATOR**

Using this: Fill the sentence below using the results of (1)-(5) to form a description of the run on the table. Select ones that sound interesting, or randomly determine a result using the charts (each will require a single die result).

"The runners are hired for a run by/targeting (1: Client/Target) to (2: Work). The run is complicated by (3: Twist/Complication), and is connected to (4: a Person) and (5: a Faction)."

### (1) CLIENT/TARGET

- Academic or Wage Mage Laborer or Tradesman Courier or Driver Merchant or Business Owner Artist or Writer Doctor or Scientist
  - Executive or Official Banker or Pilot Activist or Refugee Liason or Cultist Beat Cop or Detective Judge or Ward Boss

Drug Dealer or Supplier Mercenary or Thug Fence or Bookie Spy or Informant Smuggler or Thief Crime Boss

Spirit of (roll again) Talismonger Infected or Ghoul Corrupted AI (disguised) Dragon Technomancer or Cultist

### (2) WORK

Follow or Surveil Sabotage or Arson Lift or Plant Poison or Arrange Accident Burglary or Heist Impersonate or Misdirect

Escort or Security Smuggle or Courier Blackmail or Discredit Con or Espionage Locate or Hide Negotiate or Threaten Assassinate Disappear or Ransom Terrorize or Extort Destroy or Deface Raid or Defend Rob or Smash & Grab

Decompile or Banish Compile or Conjure Extract Essence Place or Remove Wards Perform / Stop Ritual Drain or Infuse

### (4) CONNECTED TO A...

PC Friend PC Rival PC Vice purveyor Crew Contact Corporate Notable Spirit, Sprite 'critter, or Dragon

### (3) TWIST/COMPLICATION

Security is unexpectedly high, or something is a cover for cult practices. Advances the secret agenda of a third party, or a dangerous gang uses the location. Lied to about the nature of the target, or is a trap laid by your enemies. Requires long distance travel, or free spirits haunt the location. Target moves around (site changes, etc), or requires expensive or rare gear. The client is double-crossing them, or a powerful supernatural entity is involved.

#### (5) ...AND A FACTION WITH WHICH THE CREW HAS...

A positive status A neutral status A negative status