

Name. _____

Looks. _____

(lists/options on back)

STATS

CRED

EDGE

STYLE

MEAT

MIND

COOL

SYNTH

Assign each stat one of these numbers: +2, +1, +1, +0, +0, -1.

Your Cool should be +2 or +1.

You start with 5 Cred.

DIRECTIVES

- (Choose two:)
- Illustrious:** When your desire for fame draws unwanted attention to the mission, mark experience.
 - Intimate:** When you put your friend _____ ahead of the mission, mark experience.
 - Rejected:** When your former membership of _____ hinders the mission, mark experience.
 - Vengeful:** When you harm _____ or their interests, mark experience.

HARM

15:0018:0021:0022:0023:0000:00

CYBERWARE

Neural Interface with Remote Control Module: Allows direct neural control of an appropriately configured external device such as a vehicle, weapon, recording device, or hacked electronic system. The RCM gives the interface wireless broadcast and reception capacity to allow the remote control of vehicles and drones.

Choose two of following tags: **+encrypted**, **+multi-tasking**, **+inaccessible partition**.

Ask yourself:

Why? (Chose one) prosthetic, forced, loyalty, enthusiasm, necessity, junkie, genetics, career, ideology, memory, military

- Cost? (Chose one)**
- ⚡** You scrimped & saved to buy it yourself. Choose one tag to apply to that piece of cyberware: **+unreliable**, **+substandard**, **+hardware decay**, **+damaging**.
 - ⚡** Someone else paid for it; now you owe them. You're **owned**. Choose who.
 - ⚡** You fucked someone over to get it. You're **hunted**. Describe who.

LINKS

CONTACTS

MOVES

You get these two:

Wheels: You start with a cyber-linked vehicle. See *Vehicle section on back*

Second Skin: When jacked in through your *Neural Interface* to a cyber-linked vehicle:

- » when you **act under pressure**, roll Cool + your car's power
- » if you **mix it up**, roll Synth (instead of Meat) + your car's power
- » if you **play hardball**, roll Edge + your car's looks
- » if you **help or interfere** with someone, roll Links + your car's power
- » if someone **interferes** with you, add your car's weakness to their roll (in addition to their links)

Choose one more:

- ⚡ Chromed:** Choose another piece of cyberware at character creation or in downtime. Describe how you got it and paid for it the same as you did for your first piece of cyberware.
- ⚡ Daredevil:** When you drive straight into danger without hedging your bets, you get +1 armour. If you take one or more harm, mark experience.
- ⚡ Drone Jockey:** You start with two drones. See *Drones section on back*.
- ⚡ Eye in the sky:** When **helping or interfering** while piloting a drone, roll Edge instead of Links.
- ⚡ Hot shit driver:** When you're driving a cyber-linked vehicle in a high-pressure situation, roll Edge. On a 10+ hold 3, one 7-9 hold 1. You may spend 1 hold to do one of the following:
 - » Avoid one external danger (a rocket, a burst of gunfire, a collision, etc).
 - » Escape one pursuing vehicle.
 - » Maintain control of the vehicle.
 - » Impress, dismay or frighten someone.
- ⚡ Iceman:** When you try to **fast talk** someone, roll Cool.
- ⚡ Right tool for the job:** You have two additional cyber-linked vehicles (build each in the same way as your custom vehicle).
- ⚡ Sweet Ride:** When you hit the street in your vehicle, roll Style + your vehicle's Looks.

GEAR

Custom cyber-linked vehicle (as described below).

Choose one weapon:

- Automatic shotgun (3-harm close/near loud messy autofire)
- Heavy pistol (3-harm close/near loud)
- Machette (3-harm hand)

Choose one:

- Armour jacket (1-armour)
- Synth leathers (0-armour, +discreet, subtract 1 when rolling the harm move)
- Trauma Derms (allows you to apply first aid to characters at 2100 or less harm)

ADVANCEMENT



```
if(XP) ≥ 10 {run Advancement(1)};
current.XP = XP-10;
```

- Choose another move from your playbook.
 - Choose another move from your playbook.
 - Choose another move from your playbook.
 - Choose a move from another playbook.
 - Choose a move from another playbook.
 - +1 style (max +2).
 - +1 edge (max +2).
 - +1 cool (max +2).
 - +1 mind (max +2).
 - +1 meat (max +2).
 - +1 synth (max +3).
- */after 5 advances you can choose these too /**

 - +1 to any stat (max +3).
 - buy off an obligation, enemy or owned.
 - change your character to a new playbook.
 - rewind a corporate countdown clock to 1800. [req 10cred]
 - retire your character to safety. [req 20cred]
 - make a second character

STARTING LISTS

Names: Aziz, Cartman, Cowboy, Demon, Frank, Furiosa, Luka, Max, Roadkill, Roo, Rook, Squirrel, Tower, an animal name, a violent name, a cocky name

Look. Choose one from each line:

Eyes: laughing, cool, hard, cold, distant, artificial.	Face: blank, thin, covered, attractive, decorated, rugged.	Body: toned, lithe, compact, scarred, augmented, flabby, unfit.	Wear: flashy, formal, casual, utility, scrounge, vintage, leathers, military, corporate.
---	---	--	---

Skin: artificial, asian or south asian, black, decorated, hispanic/latino, indigenous, middle eastern, white, _____

VEHICLES

Choose a **Frame**: motorcycle, car, hovercraft, boat, vectored-thrust panzer, fixed-wing aircraft, helicopter, amphibious

Choose a **Design**: racing, recreational, passenger transport, cargo, military, luxury, civilian, commercial, courier

- Choose a **Profile**:
- » Power+2, Looks+1, Weakness+1; 1-Armour
 - » Power+2, Looks+2, Weakness+1; 0-Armour
 - » Power+1, Looks+2, Weakness+1; 1-Armour
 - » Power+2, Looks+1, Weakness+2; 2-Armour

For each point of Power, choose a strength; For each point of Looks, choose a look; For each point of Weakness, choose a weakness.

- » **Strengths**: fast, quiet, rugged, aggressive, huge, off-road, responsive, uncomplaining, capacious, workhorse, easily repaired.
- » **Looks**:sleek, vintage, pristine, powerful, luxurious, flashy, muscular, quirky, pretty, garish, armoured, armed, nondescript.
- » **Weaknesses**: slow, fragile, sloppy, lazy, cramped, picky, guzzler, unreliable, loud

If your vehicle has Power+2, it may mount one weapon system; Military vehicles may mount an additional weapon system.

- » **Weapons**: Machine guns (3-harm near/far area loud messy autofire), grenade launchers (4-harm near/far area loud messy), missile launcher (5-harm far area messy breach), autocannon (4-harm near/far area messy breach)

When you’ve finished creating your vehicle, name it. _____

Arrow, Bianca, Christine, Hobbes, Jeeves, Lucifer, Lucky, Mamma, Needle, Ninja, R.H.I.N.O., Shit Box, Silver, The Other Car, Thumbalina, Vanguard, a technical name, a task-oriented name, an anthropomorphic name, a gendered name, an animal name

DRONES

Choose a **Motive** style: rotor, fixed-wing, quadruped, octoped, tracked, wheeled, aquatic, amphibious, submarine.

Choose a **Frame**:

- » Tiny (insect-sized): +small, +fragile, +stealthy, pick one sensor
- » Small (rat- to cat-sized): choose one strength, one sensor, one weakness, and one other from any category
- » Medium (dog-sized): choose one strength, one sensor, one weakness, and two others from any category
- » Large (bear-sized): +obvious, choose two strengths, one sensor, one weakness and two others from any category

Strengths : fast, rugged, off-road, responsive, uncomplaining, easily repaired, stealthy, tight encryption, autonomous, robot arm, armed, satellite relay.	Sensors : magnification, medical, thermographic, jamming, image enhancement, analysis software, sonar.	Weaknesses : slow, fragile, unreliable, loud, loose encryption, obvious.
---	---	---

Armed: a weapon can be mounted on the drone. The weapon’s size is determined by the size of the frame.

A small drone can mount a gun dealing 2- or s-harm with a range tag of close or less and without the autofire tag.	A medium drone can mount a gun dealing up to 3-harm with a range tag of near or less.	A large drone can mount a gun dealing up to 5-harm.
--	---	---



DRIVER

wheelman, transporter, drone jockey. whether it’s a sleek coupe, a rumbling hog, a drone-rigged panel van or a radar-baffled ex-military whirly-bird, when you jack in and feel the wind rushing over your exterior panelling, you own the road and you are the car. when the job goes smooth it’s the easiest gig there is – like a Sunday drive with grandma – but when things turn sour and the team needs a quick exit, well, that’s where you really earn your Cred.

Continue? [Y/N]

Name. _____

Looks. _____

(lists/options on back)

STATS

CRED

EDGE

STYLE

MEAT

MIND

COOL

SYNTH

Assign each stat one of these numbers: +2, +1, +1, +0, +0, -1.

Your Style should be +2 or +1.

You start with 5 Cred.

DIRECTIVES

(Choose two:)

- Deceptive:** When your lies about your identity or your past put the mission at risk, mark experience.
- Financial:** When you hinder the mission for a chance at extra profit, mark experience.
- Network:** When your membership in _____ hinders the mission, mark experience.
- Protective:** When you put your responsibility to _____ ahead of the mission, mark experience.

HARM

15:0018:0021:0022:0023:0000:00

(starting questions on back)

Choose one:

- Cybereyes:** When you have cybereyes installed, choose three of following tags: *+thermographic, +light amplification, +magnification, +flare compensation, +recording, +encrypted, +inaccessible partition*. When your enhanced sight helps, you may roll Synth for **assess**.
- Cybercoms:** When you have cybercoms installed, choose two of following tags: *+encrypted, +jamming, +recording, +satellite relay, +inaccessible partition*. When monitoring communications or giving orders in a tactical environment, you may roll Synth for **assess**.
- Neural Interface with Data Storage:** When you use **research** to search internally or externally stored data, gain an extra [intel] on a hit. Choose two of following tags: *+inaccessible partition, +encrypted, +high capacity, +high speed*.

LINKS

CONTACTS

You get these two:

Hustling: See *Hustling* section between missions

I know People: Once per mission you may introduce a new Contact. Name the contact, say what they do, then roll Style.

- 10+: you’ve worked with the contact before; they have talent. Write them down as a Contact
 - 7-9: you’ve never met them before, they’re an unknown quantity
 - 6-: you know them all right. Tell the MC why they dislike you
- After you’ve rolled, describe how you contact them; the MC will ask some questions.

Choose one more:

- Backup:** You have a group of “associates” who provide security. This is a small gang of 5-10 hired thugs (2-harm +small +employees 1-armour). Pick 2:

 - » Your associates are well armed: add 1 harm
 - » Your associates are well armoured: +1 armour and +obvious
 - » Your associates are ex-military: add +disciplined
 - » Your associates are more than muscle to you: replace +employees with +loyal
 - » Your associates have bikes or a couple of other vehicles: add +mobile
 - » You have a large group of associates (15-30): replace +small with +medium

Gain the following job, and +1 crew:

- » Protection: Your associates have your back
- Disaster: Your associates have pissed off the wrong people.

- Balls in the air:** +1 crew and choose a new job.
- Chromed:** Choose another piece of cyberware at character creation or in downtime. Describe how you got it and paid for it the same as you did your first piece of cyberware.
- Deal of a lifetime:** When you **hit the street** to sell something and roll a 7-9, choose one fewer result.
- Facetime:** When you engage someone in face to face conversation without intervening technology, take +1 forward to **fast talk** them.
- Hard to find:** You keep a low profile and actively avoid the people you owe. When you **hit the street** and roll a 7-9, choose one fewer result.
- Reputation:** when you meet someone of consequence who might have heard of you, roll Edge. On a hit, say what they know about you. On a 10+, take +1 forward with them. On a miss, the MC will decide what they’ve heard about you, if anything. Either you or the MC can say whether someone is “of consequence”, but once you’ve made the reputation move on someone, they’re “of consequence” and will be a recurring part of the story.
- Sales Engineer:** You’ve demonstrated the use of just about every piece of gear available on the street. When you **produce equipment**, take +1 forward with that piece of gear if you use it immediately.
- Smooth:** when you **help** or **interfere** with someone, roll Style instead of Links.
- Street kingpin:** +1 crew and choose a new job.
- Word on the Street:** when you **research** by listening to or recalling street level gossip, take an additional [intel], even on a miss.

GEAR

- Choose one weapon:
- ⬇ Holdout pistol (2-harm hand/close discreet quick reload loud)
 - ⬇ Semi-auto pistol (2-harm close/near loud quick)

- Choose two:
- ⬇ Armoured coat (1-armour)
 - ⬇ Armoured clothing (armour 0, +discreet, subtract 1 when rolling the harm move)
 - ⬇ Flashy ride (choose one: motorcycle, sports car, speed boat)
 - ⬇ Trauma Derms (allows you to apply first aid to characters at 2100 or less harm)
 - ⬇ +Encrypted communications gear

STARTING LISTS

Names: Gant, Hub, Intrigue, Jacinta, Jinx, Lilliana, Master D, Mr. Johnson, Sally, The Goto, a connected name, a gregarious name, a shadowy name.

Look. Choose one from each line:

Eyes: trustworthy, focused, artificial, cool.	Face: attractive, scarred, hidden, friendly.	Body: small, thin, bulky, toned, muscular, fleshy.	Wear: corporate, formal, street, military, utility.
--	---	---	--

Skin: artificial, asian or south asian, black, decorated, hispanic/latino, indigenous, middle eastern, white, _____

CYBERWEAR

Why? (Chose one) prosthetic, forced, loyalty, enthusiasm, necessity, junkie, genetics, career, ideology, memory, military

- Cost?** (Chose one)
- ⬇ You scrimped & saved to buy it yourself. Choose one tag to apply to that piece of cyberware: +unreliable, +substandard, +hardware decay, +damaging.
 - ⬇ Someone else paid for it; now you owe them. You're *owned*. Choose who.
 - ⬇ You fucked someone over to get it. You're *hunted*. Describe who.

HUSTLING

You have people who work for you in various ways. You start with 2-crew and two jobs from the list below. Between missions, choose a number of those jobs equal to or less than your current crew, describe what each job is, and roll Edge: 10+: you profit from each of your jobs; 7-9: one of them is a Disaster and you Profit from the rest; 6-: everything's FUBAR. The MC will make a move based on the Disaster for each job

- Choose two:
- ⬇ **Surveillance:** You have a small network of informants who report on events; you then sell that information. Profit: gain [intel]. Disaster: someone acts on bad info
 - ⬇ **Debt collection:** You have a few burly looking fuckers who collect outstanding debts. Profit: gain [gear]. Disaster: someone's out of pocket
 - ⬇ **Petty theft:** You have a small crew who perform minor local robberies. Profit: gain [gear]. Disaster: they robbed the wrong guy.
 - ⬇ **Deliveries:** People hire you to transport things and you have a driver who takes care of that. Profit: gain 1 Cred. Disaster: the delivery never arrives.
 - ⬇ **Brokering deals:** You arrange for the right people to meet each other. Profit: gain 1 Cred. Disaster: the deal that you arranged goes wrong.
 - ⬇ **Technical work:** You have a couple of techs whom you supply with work. Profit: gain [gear]. Disaster: something bad happens to someone else's property.
 - ⬇ **Pimping:** You manage a small stable of physical or virtual sex workers. Profit: gain [intel]. Disaster: something goes wrong with a customer.
 - ⬇ **Addictive Substances:** You manage a small lab producing either drugs or simstim chips. Profit: gain [intel]. Disaster: something goes wrong for a user or for the lab itself

ADVANCEMENT



```
if(XP) ≥ 10 {run Advancement(1)};
current.XP = XP-10;
```

- ⬇ Choose another move from your playbook.
 - ⬇ Choose another move from your playbook.
 - ⬇ Choose another move from your playbook.
 - ⬇ Choose a move from another playbook.
 - ⬇ Choose a move from another playbook.
 - ⬇ +1 style (max +2).
 - ⬇ +1 edge (max +2).
 - ⬇ +1 cool (max +2).
 - ⬇ +1 mind (max +2).
 - ⬇ +1 meat (max +2).
 - ⬇ +1 synth (max +3).
- ```
*/after 5 advances you can
choose these too /*
```
- ⬇ +1 to any stat (max +3).
  - ⬇ buy off an obligation, enemy or owned.
  - ⬇ change your character to a new playbook.
  - ⬇ rewind a corporate countdown clock to 1800. [req 10cred]
  - ⬇ retire your character to safety. [req 20cred]
  - ⬇ make a second character



# FIXER

No matter what people may want to believe, it's a personal world down here in the shadows. If some-one wants something, it's not so important what it is, what matters is who you have to pay to get it. And someone's always going to get paid one way or another. You're a matchmaker; you make sure the right people get the merchandise and the right people get paid. Sometimes those people live and work in the same shadows as you and sometimes they cruise down from their luxury arcologies in ar-moured limousines. Mega-corporate culture is full of middlemen, and sometimes those middlemen want to deal with a middleman of their own in the shad-ows. Making the suits feel important is one of the many services you offer.

Continue? [Y/N]

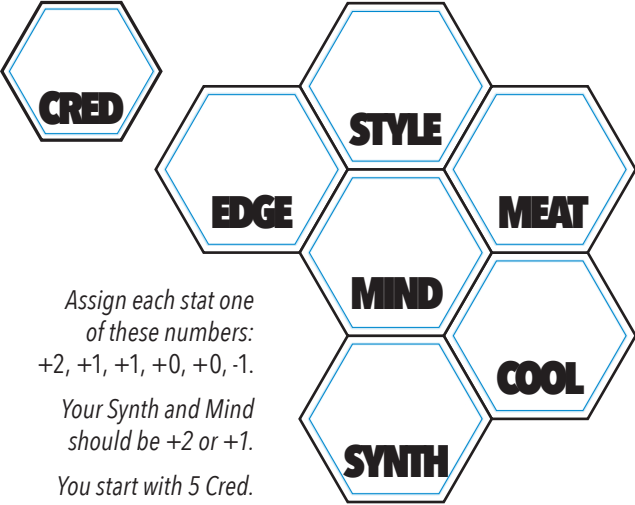


Name. \_\_\_\_\_

Looks. \_\_\_\_\_

(lists/options on back)

STATS



DIRECTIVES

- (Choose two:)
- Deceptive:** When your lies about your identity or your past put the mission at risk, mark experience.
  - Illustrious:** When your desire for fame draws unwanted attention to the mission, mark experience
  - Network:** When you membership in \_\_\_\_\_ hinders the mission, mark experience.
  - Revealing:** When you discover more information about \_\_\_\_\_, mark experience.

HARM

15:0018:0021:0022:0023:0000:00

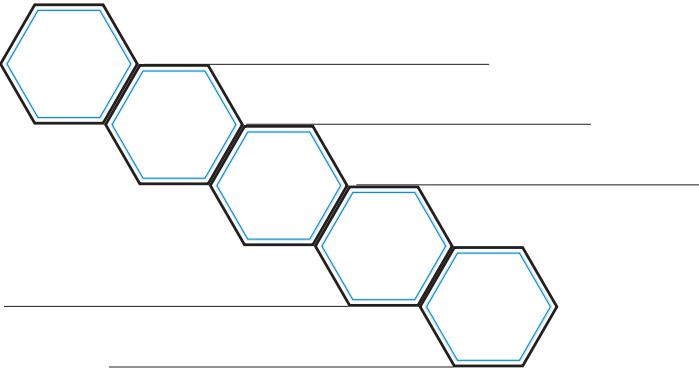
(starting questions on back)

Neural Interface with Data Storage

The interface that allows you to **jack in** to the matrix. When you use **research** to search internally or externally stored data, gain an extra [intel] on a hit.

Choose two of following tags:  
*+inaccessible partition, +encrypted, +high capacity, +high speed.*

LINKS



CONTACTS

|  |  |
|--|--|
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

- You get these two:**
- Jack in:** When you're jacked into the matrix, you have access to the matrix moves in Chapter 8: The Matrix.
  - Console Cowboy:** When you connect to a secure system, roll Mind.  
10+: gain 3 hold. 7-9: gain 1 hold
- While in that system, you may spend 1 hold for any of the following effects:
- » Prevent a construct from triggering an alert
  - » Avoid an ICE routine executed against you, your deck, or your programs
  - » Increase your hold over **compromised security** or **manipulated systems** by 1
- Choose one more:**
- Black ICE Vet:** When Black ICE executes a routine against you, the MC only chooses two options.
  - Chromed:** Choose another piece of cyberware at character creation or in downtime. Describe how you got it and paid for it the same as you did your first piece of cyberware.
  - ICE Breaker:** You know how to disable ICE quickly and quietly. Once per Matrix run you may cancel a routine executed against you, your deck, or your programs.
  - Neural Scars:** you have 1-armour against Black ICE.
  - Programming on the Fly:** You can adapt your programs to the specific weaknesses of matrix constructs as you encounter them. When you successfully **compromise security** or **manipulate systems**, hold +1.
  - Rep:** When you appear in the Matrix with a recognisable avatar, roll Synth instead of Style for **fast talk** and instead of Edge for **play hardball**. When your reputation gets you into trouble, mark experience.
  - Search Optimisation:** When you research a topic in the Matrix, you may always ask a follow up question. On a 10+, take an additional [intel].
  - Tech Support:** When you **help** a team member while jacked into the matrix, roll Mind instead of Links.
  - Zeroed:** Your identity is a mystery which you closely guard. Your deck has +2 Stealth.

**Choose and name one cyberdeck:**

- ⚡ Defensive deck (Hardening 2, Firewall 2, Processor 1, Stealth 1) and two programs from the list below
- ⚡ Performance deck (Hardening 1, Firewall 1, Processor 2, Stealth 2) and three programs from the list below

**Programs:**

- ⚡ Lockdown (When you successfully compromise security, hold +1)
- ⚡ Defend (+2 Firewall)
- ⚡ Efficiency Routines (+2 Processor)
- ⚡ Sift (Take +1 ongoing to research or search for paydata in a secure database)
- ⚡ Manipulate (When you successfully manipulate systems, hold +1)
- ⚡ Alert (When you successfully assess in the matrix, choose one extra option)
- ⚡ Identity Protection (+2 Stealth)
- ⚡ Eject (+1 forward to jack out)

**Choose one weapon:**

- ⚡ Flechette pistol (3-harm close/near quick flechette)
- ⚡ Machine pistol (2-harm close/near loud autofire)

**Choose two:**

- ⚡ Armoured coat (1-armour)
- ⚡ Armoured clothing (0-armour, discreet, subtract 1 when rolling the harm move)
- ⚡ Armoured fridge (3-armour, immobile)
- ⚡ Microtronics workstation (you may perform field repairs on electronics and cyberware)
- ⚡ +*Flashy* motorcycle

The image contains two Feynman diagrams. The top diagram shows a hexagon loop with a photon (gamma) line entering from the top and a gluon (g) line exiting from the bottom. The bottom diagram shows a hexagon loop with a gluon (g) line entering from the top and a photon (gamma) line exiting from the bottom. Both diagrams are drawn with black lines for the external particles and a blue hexagon for the loop.

**Names:** Case, Core, Crowley, Dead Rob, Djinn, Frozz, Gaius Lupo, Hazer, Johnny, Nezumi, Patch, Wyldstyle, a sneaky name, a techy name, a mystical name

**Look.** *Choose one from each line:*

|                           |                       |                           |                    |
|---------------------------|-----------------------|---------------------------|--------------------|
| <b>Eyes:</b> young, cool, | <b>Face:</b> scarred, | <b>Body:</b> small, thin, | <b>Wear:</b> worn, |
| impatient, smug,          | sneering, smooch,     | awkward, flabby,          | corporate, punk,   |
| twitching, mocking.       | decorated, hidden.    | young.                    | street, scrounged. |

**Skin:** artificial, asian or south asian, black, decorated, hispanic/latino, indigenous, middle eastern, white, \_\_\_\_\_

**CYBERWEAR**

**Why?** (*Chose one*) prosthetic, forced, loyalty, enthusiasm, necessity, junkie, genetics, career, ideology, memory, military

**Cost?** (*Chose one*)

- 🕒 You scrimped & saved to buy it yourself. Choose one tag to apply to that piece of cyberware: +unreliable, +substandard, +hardware decay, +damaging.
- 🕒 Someone else paid for it; now you owe them. You're *owned*. Choose who.
- 🕒 You fucked someone over to get it. You're *hunted*. Describe who.



```

if(XP) ≥ 10 {run Advancement(1)};
current.XP = XP-10;

```

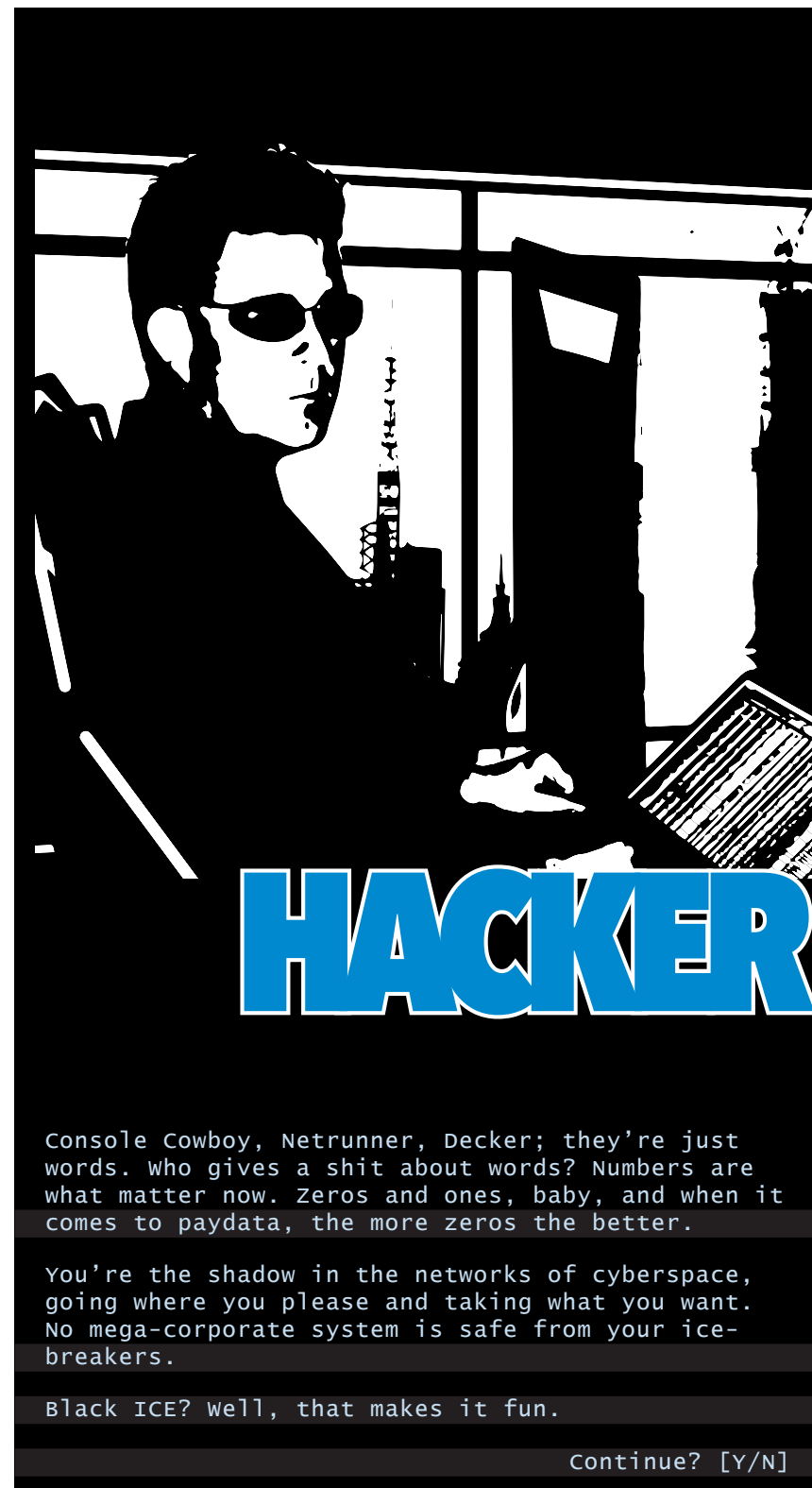
- ☹ Choose another move from your playbook.
- ☹ Choose another move from your playbook.
- ☹ Choose another move from your playbook.
- ☹ Choose a move from another playbook.
- ☹ Choose a move from another playbook.
- ☹ +1 style (max +2).
- ☹ +1 edge (max +2).
- ☹ +1 cool (max +2).
- ☹ +1 mind (max +2).
- ☹ +1 meat (max +2).
- ☹ +1 synth (max +3).

```

*/after 5 advances you can
choose these too */

```

- ☹ +1 to any stat (max +3).
- ☹ buy off an obligation, enemy or owned.
- ☹ change your character to a new  
playbook.
- ☹ rewind a corporate countdown clock to  
1800. [req 10cred]
- ☹ retire your character to safety. [req 20cred]
- ☹ make a second character



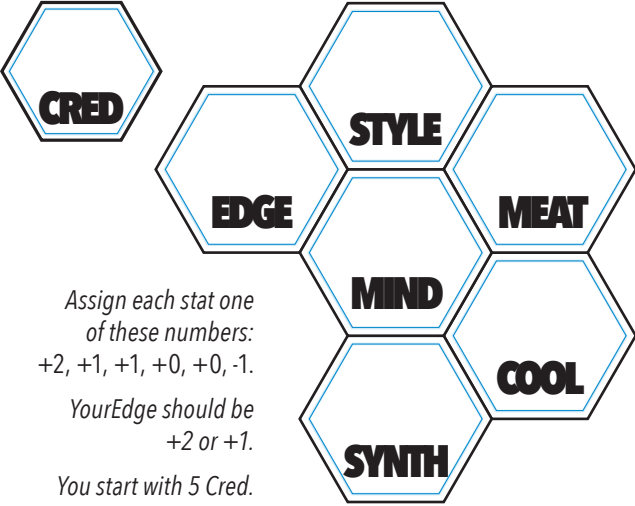
# HUNTER

Name. \_\_\_\_\_

Looks. \_\_\_\_\_

(lists/options on back)

## STATS



## DIRECTIVES

Choose two:

- Behavioural:** Describe your ethical code. When adhering to your code hinders the mission, mark experience.
- Compassionate:** When you put aiding the powerless ahead of the mission, mark experience.
- Filial:** When you put the advice of \_\_\_\_\_ ahead of the mission, mark experience.
- Vengeful:** When you harm \_\_\_\_\_ or their interests, mark experience.

## HARM

|       |       |       |       |       |       |
|-------|-------|-------|-------|-------|-------|
|       |       |       |       |       |       |
| 15:00 | 18:00 | 21:00 | 22:00 | 23:00 | 00:00 |

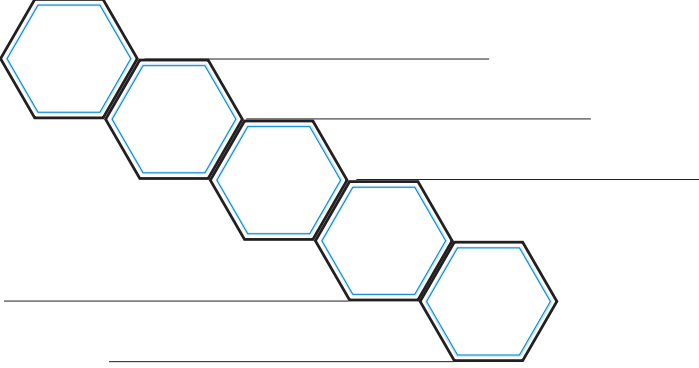
## CYBERWARE

(starting questions on back)

Choose one:

- Cybereyes:** When you have cybereyes installed, choose three of following tags: *+thermographic, +light amplification, +magnification, +flare compensation, +recording, +encrypted, +inaccessible partition*. When your enhanced sight helps, you may roll Synth for **assess**.
- Cyberears:** When you have cyberears installed, choose two of following tags: *+dampening, +wide frequency, +recording, +encrypted, +inaccessible partition*. When your enhanced hearing helps, you may roll Synth for **assess**.
- Skillwires:** You may slot chips to grant certain skills. While slotted, chips give +1 ongoing to moves assisted by the programmed skill. Skillwires come with two slots and you may have one chip active in each slot. If you start with Skillwires, you also start with one chip per slot. You can acquire more skillchips in play like any other gear. Example skillchips: martial arts, breaking and entering, rock climbing, skydiving, scuba diving, planning and logistics, firefight combat, extreme driving, parkour, first aid, military history and tactics.
- Tactical Computer:** When you **assess** in a tactical situation, hold +1, even on a miss.

## LINKS



## CONTACTS

|  |  |
|--|--|
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

## MOVES

You get these two:

- Ear to the Ground:** You have a knack for loosening lips and picking up information. When you circulate among a neighbourhood or a group of people, you may **research** to gather information.
- It all fits together!** You're a master of making connections between seemingly unrelated events. At the start of a mission, roll Edge. 10+: gain 3 hold. 7-9: gain 1 hold. As you put everything together during the mission, spend 1 hold at any time to ask a question from the **research** list.

Choose one more:

- Big Game Hunter:** When you spring a trap for a target you have investigated, roll Edge. 7+: you have them trapped, the only way out is through you. 10+: they are at your mercy; if the target attempts to escape, roll Edge instead of Meat to **mix it up**
- Chromed:** Choose another piece of cyberware at character creation or in downtime. Describe how you got it and paid for it the same as you did your first piece of cyberware.
- Deadbeat:** Everyone knows you only help your friends out when its convenient for you. When you hit the street, you never take the -1 penalty when you avoid your contacts' problems. You may still select the option that your contact has a problem, and if you do that choice may have fictional effects.
- Enhance:** When you examine your gathered evidence, gain [intel] and roll research with Edge instead of Mind.
- Eye for detail:** You are a master at tailing people and staking out locations. When you perform surveillance on a person or a place, gain [intel] and roll assess.
- Human Terrain:** When you investigate a group and spend [intel], name that group as your target. You gain +1 ongoing while acting against or in pursuit of that group. You may only target one group at a time.
- On the Trail:** When you want to find someone or something, name your target. When you gain [intel], you may note that it concerns your target. When you spend three such [intel], the MC will describe where your target is; you say how the clues led you to that knowledge and how you have your target or its defenses at a disadvantage.
- See the Angles:** At the start of the Action Phase, hold [intel] and [gear].
- Sniper:** When you set up a covered and concealed place to hide, roll Cool. 10+: choose 3. 7-9: choose 2
  - » Your site is well hidden
  - » Your site has excellent cover
  - » Your site has an excellent field of view
  - » You have a similarly covered and concealed backup location
  - » Your spot is well securedThen describe your hide site

**Choose two weapons:**

- 🔊 Heavy revolver (3-harm close/near reload loud)
- 🔊 Holdout pistol (2-harm hand/close discreet quick reload loud)
- 🔊 Flechette pistol (3-harm close/near quick flechette)
- 🔊 Hand taser (s-harm hand reload)
- 🔊 Sniper rifle (3-harm far/extreme loud)

**Choose two:**

- 🔌 Armoured coat (1-armour)
- 🔌 Armoured clothing (armour 0, +discreet, subtract 1 when rolling the **harm** move)
- 🔌 Nondescript sedan
- 🔌 Trauma Derms (allows you to **apply first aid** to characters at 2100 or less harm)
- 🔌 Glasses or goggles (*Choose one: +light amplification +magnification, +recording*)

## The image displays three identical sets of three horizontal lines, stacked vertically. Each set consists of three parallel lines. In the center of each set, there is a hexagonal hole. The hole is defined by a blue outline, and the lines that would have formed the hexagon are colored blue. The lines extend to the left and right of the hole, creating a continuous path through the hole.

**Names:** Archer, Boone, Deckard, Frost, Marîd, Markham, Mr. Black, Python, Quade, Richards, Ritter, Seamus Riley, Taylor, a real name, an anonymising name, a predatory name.

**Look.** Choose one from each line:

**Eyes:** searching, restless, artificial, penetrating, resigned, jaded, obscured.

**Face:** scarred, impassive, friendly, nondescript, weathered.

**Body:** muscular, lithe, augmented, wiry, compact, overweight.

**Wear:** worn, faded, corporate, casual, street, scrounged.

**Skin:** artificial, asian or south asian, black, decorated, hispanic/latino, indigenous, middle eastern, white, \_\_\_\_\_

## CYBERWEAR

**Why?** (*Chose one*) prosthetic, forced, loyalty, enthusiasm, necessity, junkie, genetics, career, ideology, memory, military

**Cost? (Chose one)**

- 🔌 You scrimped & saved to buy it yourself. Choose one tag to apply to that piece of cyberware: +unreliable, +substandard, +hardware decay, +damaging.
- 🔌 Someone else paid for it; now you owe them. You're *owned*. Choose who.
- 🔌 You fucked someone over to get it. You're *hunted*. Describe who.



```
if(XP) ≥ 10 {run Advancement(1)};
current.XP = XP-10;
```

- 👉 Choose another move from your playbook.
- 👉 Choose another move from your playbook.
- 👉 Choose another move from your playbook.
- 👉 Choose a move from another playbook.
- 👉 Choose a move from another playbook.
- 👉 +1 style (max +2).
- 👉 +1 edge (max +2).
- 👉 +1 cool (max +2).
- 👉 +1 mind (max +2).
- 👉 +1 meat (max +2).
- 👉 +1 synth (max +3).

```
*/after 5 advances you can
choose these too */
```

- 🕒 +1 to any stat (max +3).
- 🕒 buy off an obligation, enemy or owned.
- 🕒 change your character to a new playbook.
- 🕒 rewind a corporate countdown clock to 1800. [req 10cred]
- 🕒 retire your character to safety. [req 20cred]
- 🕒 make a second character



Continue? [Y/N]



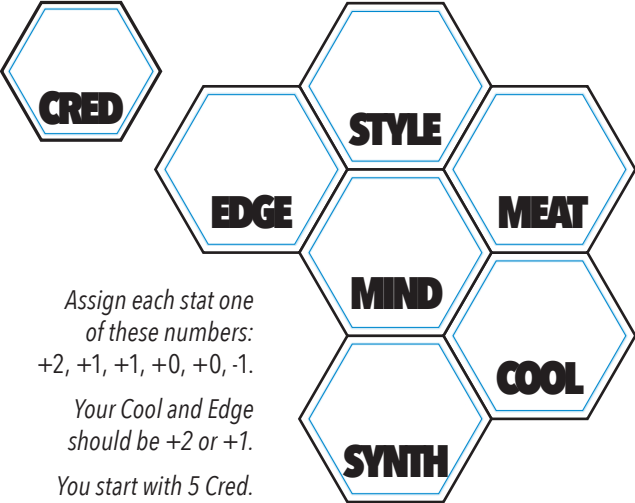
# INFILTRATOR

Name. \_\_\_\_\_

Looks. \_\_\_\_\_

(lists/options on back)

## STATS



## DIRECTIVES

- (Choose two:)
- ⚡ **Financial:** When you hinder the mission for a chance at extra profit, mark experience.
  - ⚡ **Intimate:** When you put your friend \_\_\_\_\_ ahead of the mission, mark experience.
  - ⚡ **Network:** When you membership in \_\_\_\_\_ hinders the mission, mark experience.
  - ⚡ **Violent:** When you deliberately choose to use violence to overcome a problem when a non-violent option exists, mark experience.

## HARM

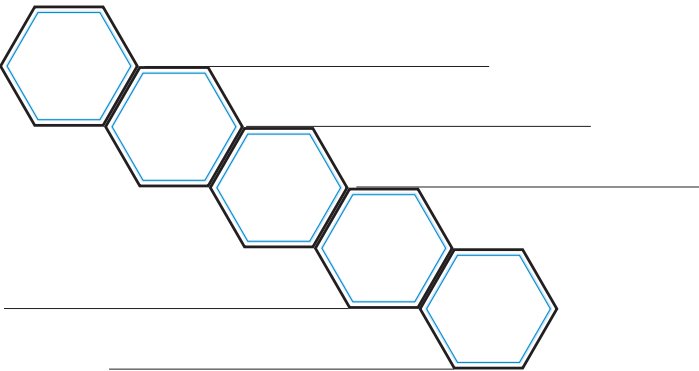
|             |             |             |             |             |             |
|-------------|-------------|-------------|-------------|-------------|-------------|
| <div></div> | <div></div> | <div></div> | <div></div> | <div></div> | <div></div> |
| 15:00       | 18:00       | 21:00       | 22:00       | 23:00       | 00:00       |

## CYBERWARE

(starting questions on back)

- Choose one:
- ⚡ **Cybereyes:** When you have cybereyes installed, choose three of following tags: *+thermographic, +light amplification, +magnification, +flare compensation, +recording, +encrypted, +inaccessible partition*. When your enhanced sight helps, you may roll Synth for **assess**.
  - ⚡ **Cyberears:** When you have cyberears installed, choose two of following tags: *+dampening, +wide frequency, +recording, +encrypted, +inaccessible partition*. When your enhanced hearing helps, you may roll Synth for **assess**.
  - ⚡ **Neural Interface with Data Storage:** When you use **research** to search internally or externally stored data, gain an extra [intel] on a hit. Choose two of following tags: *+inaccessible partition, +encrypted, +high capacity, +high speed*. You get the Hacker move **jack in**: When you're jacked into the matrix, add the relevant stat to your rolls when you perform the matrix moves.
  - ⚡ **Skillwires:** You may slot chips to grant certain skills. While slotted, chips give +1 ongoing to moves assisted by the the programmed skill. Standard skillwires comes with two slots and you may have one chip active in each slot. If you start with Skillwires, you also start with one chip per slot. You can acquire more skillchips in play like any other gear. Example skillchips: martial arts, breaking and entering, rock climbing, skydiving, scuba diving, planning and logistics, firefight combat, extreme driving, parkour, first aid, military history and tactics.
  - ⚡ **Synthetic Nerves:** You react so quickly that you can almost dodge bullets. If none of your enemies have synth nerves, take +1 forward to **mix it up**. In situations where reaction time is critical, take +1 forward to **act under pressure**.

## LINKS



## CONTACTS

|       |       |
|-------|-------|
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |

## MOVES

- You get this move:
- ⚡ **Covert Entry:** When you attempt to infiltrate a secure area alone, roll Cool. 10+: gain 3 hold. 7-9: gain 1 hold. As the MC describes the infiltration and the security measures you must overcome, you may spend 1 hold to describe how you overcome the obstacle and:
    - » Bypass a security system or guard.
    - » Disable a guard.
    - » Disable a security system you have bypassed.
    - » Escape notice.
- Choose one of these:
- ⚡ **Cat Burglar:** You specialise in infiltrating unconventional access points and manoeuvring through locations by unconventional routes. During your infiltration, you will have opportunity to steal incidental portable items that might be useful later. After you have spent all your Covert Entry hold infiltrating a secure area through stealth and dexterity, gain [gear].
  - ⚡ **Face:** You specialise in infiltrating by appearing to belong in places you do not, hiding in plain sight. During your infiltration, you will have opportunity to see or overhear information which might be relevant later. After you have spent all your Covert Entry hold infiltrating a secure area through charm and social graces, gain [intel].
- Choose one more:
- ⚡ **Assassin:** When you attack unexpectedly, ask one question from the assess list for free.
  - ⚡ **Case the Joint:** When you take time to examine a location for security weaknesses you can exploit, roll Edge. 10+: gain three [intel]. 7-9: gain [intel] You may spend this [intel] in the normal way, or you can spend one point of this [intel] to ask questions from the **assess** or **research** lists.
  - ⚡ **Chromed:** Choose another piece of cyberware at character creation or in downtime. Describe how you got it and paid for it the same as you did your first piece of cyberware.
  - ⚡ **Jack in:** When you're jacked into the matrix, you have access to the matrix moves. *Note: You need a neural interface and a cyberdeck to make the most of this move.*
  - ⚡ **Master of Disguise:** You can sell a persona so well that you set security forces at ease. While you are in disguise and your cover has not been blown, when you roll a 12+ to **fast talk** you may lower the Action Clock by one segment.
  - ⚡ **Mother Duck:** When you infiltrate a location you can get your team in as well. When you spend hold to *Bypass a security system or guard* or *Escape notice*, your team may accompany you.
  - ⚡ **Plan B:** When shit hits the fan and you have to get out, name your escape route and roll Cool. 10+: sweet, you're gone. 7-9: you can go or stay, but if you go it costs you: leave something behind, or take something with you; in either case, the MC will tell you what 6-: you're caught in a vulnerable position, half in and half out. The MC will make a move
  - ⚡ **Psychological Warfare:** When you attempt to influence the morale of your enemies by leaving evidence of violence while remaining undetected, roll Edge. 7+: your enemies are impressed and overly cautious, scared and demoralised, or angry and careless (MC's choice). 10+: you choose
  - ⚡ **Stealth Operative:** You have an intuitive sense of how to blend in with the rhythms of a secure area and can take actions that make its security forces feel at ease. When you **assess** while undetected and roll a 12+, you may spend one hold to lower the Action Clock by one segment.

**Choose three weapons:**

- ⚡ Sniper rifle (3-harm far/extreme loud)
- ⚡ Machine pistol (2-harm close/near loud autofire)
- ⚡ Hand taser (s-harm hand reload)
- ⚡ Silenced SMG (2-harm close/near autofire)
- ⚡ Silenced semi-auto pistol (2-harm close quick)
- ⚡ Monofilament whip (4-harm hand messy area dangerous)
- ⚡ Sword (3-harm hand messy)
- ⚡ Shuriken or Throwing Knives (2-harm close infinite)

**Choose one:**

- ⚡ Stealth suit (+1 ongoing to avoid being detected while alone and hidden)
- ⚡ Disguise kit (+1 ongoing to avoid being detected while successfully maintaining a fake persona)
- ⚡ Recording equipment
- ⚡ Trauma Derms (allows you to **apply first aid** to characters at 2100 or less harm)
- ⚡ Infiltration deck (Hardening 1, Firewall 1, Processor 1, Stealth 2) and *three programs*: Identity Protection (+2 Stealth), Lockdown (when you successfully **compromise security**, hold +1) and Manipulate (When you successfully **manipulate systems**, hold +1).

## The image displays three identical sets of handwriting practice lines arranged vertically. Each set consists of three horizontal lines: a top line, a middle line, and a bottom line. A blue hexagonal cutout is positioned between the middle and bottom lines of each set. The hexagons are oriented with two horizontal sides. The top set is located in the upper right area, the middle set in the center left area, and the bottom set in the lower right area.

**Names:** Bertrand, Blue, Kit, Loe Qi, Max, Nef, Smoke, Spectre, Zero, a sneaky name, a cool name, an efficient name

**Look.** *Choose one from each line:*

|                                                                           |                                                                                    |                                                           |                                                                     |
|---------------------------------------------------------------------------|------------------------------------------------------------------------------------|-----------------------------------------------------------|---------------------------------------------------------------------|
| <b>Eyes:</b> dark,<br>focused, black,<br>artificial, cunning,<br>restless | <b>Face:</b> hidden,<br>ambiguous,<br>nondescript,<br>sneering, calm,<br>weathered | <b>Body:</b> lithe,<br>augmented, wiry,<br>athletic, slim | <b>Wear:</b> utility,<br>military, corporate,<br>street, scrounged. |
|---------------------------------------------------------------------------|------------------------------------------------------------------------------------|-----------------------------------------------------------|---------------------------------------------------------------------|

**Skin:** artificial, asian or south asian, black, decorated, hispanic/latino, indigenous, middle eastern, white, \_\_\_\_\_

**CYBERWEAR**

**Why?** (*Chose one*) prosthetic, forced, loyalty, enthusiasm, necessity, junkie, genetics, career, ideology, memory, military

**Cost?** (*Chose one*)

- 🔵 You scrimped & saved to buy it yourself. Choose one tag to apply to that piece of cyberware: +unreliable, +substandard, +hardware decay, +damaging.
- 🔵 Someone else paid for it; now you owe them. You're **owned**. Choose who.
- 🔵 You fucked someone over to get it. You're **hunted**. Describe who.



```

if(XP ≥ 10 {run Advancement(1)};
current.XP = XP-10;

```

☞ Choose another move from your playbook.

☞ Choose another move from your playbook.

☞ Choose another move from your playbook.

☞ Choose a move from another playbook.

☞ Choose a move from another playbook.

☞ +1 style (max +2).

☞ +1 edge (max +2).

☞ +1 cool (max +2).

☞ +1 mind (max +2).

☞ +1 meat (max +2).

☞ +1 synth (max +3).

```

*//after 5 advances you can
choose these too //*

```

☞ +1 to any stat (max +3).

☞ buy off an obligation, enemy or owned.

☞ change your character to a new  
playbook.

☞ rewind a corporate countdown clock to  
1800. [req 10cred]

☞ retire your character to safety. [req 20cred]

☞ make a second character



The Sprawl is a network of walls and enclosures. Keeping people out, keeping people in. Your job is getting past those walls quietly. You are a master of keeping you presence and identity unknown. You hide in the shadows, blend in with the crowd, avoid detection and get things done smoothly. Whether you're a black-clad techno-ninja or a suave face, an Infiltrator is a key member of any team.

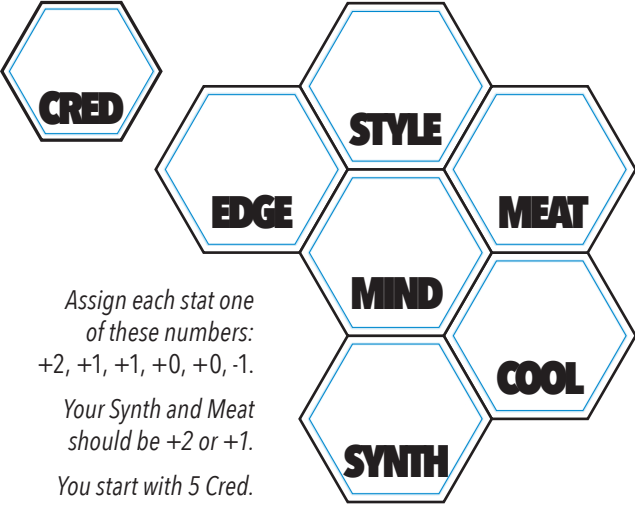
Continue? [Y/N]

Name. \_\_\_\_\_

Looks. \_\_\_\_\_

(lists/options on back)

STATS



DIRECTIVES

- (Choose two:)
- Proselytising:** Describe your belief system. When you persuade others to act according to your beliefs, mark experience.
  - Masochistic:** When you suffer one or more harm, mark experience.
  - Network:** When your membership in \_\_\_\_\_ hinders the mission, mark experience.
  - Protective:** When you put your responsibility to \_\_\_\_\_ ahead of the mission, mark experience.

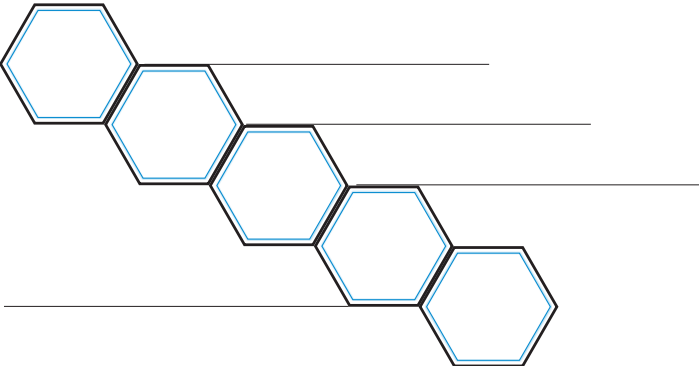
HARM

|       |       |       |       |       |       |
|-------|-------|-------|-------|-------|-------|
|       |       |       |       |       |       |
| 15:00 | 18:00 | 21:00 | 22:00 | 23:00 | 00:00 |

(starting questions on back)

- Choose one:
- Cyberarm:** Choose one of the following options. Additional choices can be added to the cyberarm later in the same way as adding a new piece of cyberware.
    - » Augmented Strength: +2-harm when using a melee weapon that relies on physical strength.
    - » Implant Weaponry: Either: retractable blades (2-harm hand, messy, implant), or a holdout firearm (2 harm close, loud, implant), monofilament whip (4-harm hand messy, area, dangerous).
  - Cybereyes:** When you have cybereyes installed, choose three of following tags: *+thermographic*, *+light amplification*, *+magnification*, *+flare compensation*, *+recording*, *+encrypted*, *+inaccessible partition*. When your enhanced sight helps, you may roll Synth for **assess**.
  - Dermal Plating:** When you make the **harm** move, subtract 2 from your roll. Subtract 3 from your roll if the harm came from a weapon with the *+flechette* tag
  - Implant Weaponry:** Either:
    - » retractable blades (2-harm hand implant)
    - » a holdout firearm (2-harm close loud implant)
    - » a monofilament whip (4-harm hand messy area dangerous implant)
    - » internal assassination implant (4 harm intimate slow implant)
  - Muscle Grafts:** When you **mix it up** with a melee weapon, you may roll Synth instead of Meat and may also inflict +1 harm.
  - Synthetic Nerves:** You react so quickly that you can almost dodge bullets. If none of your enemies have synth nerves, take +1 forward to **mix it up**. In situations where reaction time is critical, take +1 forward to **act under pressure**.
  - Neural Interface with Targeting Suite:** When you fire a weapon you are *+linked* to, you may inflict additional harm equal to your Synth. You may also roll Synth instead of Meat to **mix it up**. You may precisely define the area of effect for weapons with the *+autofire* tag to exclude or include potential targets from weapon damage.

LINKS



- You get this:
- Custom weapon:** Choose a base and two options. You may customise an implanted weapon; use the stats of the weapon as the base and add two appropriate options.

Base (choose 1, any firearm can be +linked):

|                                             |                                     |
|---------------------------------------------|-------------------------------------|
| handgun(s) (2 damage close/near loud quick) | blade (2 damage hand)               |
| shotgun (3 damage close/near loud messy)    | chain or wire (1 damage close area) |
| rifle (3 damage near/far/extreme loud)      |                                     |

Options (choose 2):

|                                    |                                          |
|------------------------------------|------------------------------------------|
| ornate (+valuable)                 | big or dangerous (+1 damage)             |
| antique (+valuable +reload)        | versatile (may inflict s-harm)           |
| automatic (+autofire)              | ridiculous payload (+breach, +dangerous) |
| silenced (-loud)                   | subtle (+discreet, +reload)              |
| hi-powered or weighted (+1 damage) | +numerous (small weapons only)           |

When you've finished creating your weapon, name it.

- Choose one more:
- Emotionless:** When you **play hardball**, roll Synth.
  - Hard:** When you make the **harm** move, subtract your Meat from your roll.
  - Loaded for Bear:** choose another custom weapon.
  - More machine than meat:** Choose another piece of cyberware at character creation or in downtime. Describe how you got it and paid for it the same as you did your first piece of cyberware.
  - Corporate Secrets:** You used to be a Company Man. When you research a corporation, you may always ask a follow up question. On a 10+, take an additional [intel].
  - Military Background:** You still have contacts in the military. When you **hit the street** for military gear and roll a 7-9, choose one fewer result..
  - Mil Specs:** When you **mix it up**, you count as a small gang.
  - Serious Badass:** when you enter a charged situation, roll Style.

**10+:** gain 2 hold. **7-9:** gain 1 hold.

Spend 1 hold to make eye contact with an NPC present, who freezes or flinches and can't act until you break it off.

**6-:** your enemies identify you immediately as their foremost threat
  - Trained Eye:** When you evaluate a person, vehicle, drone or gang, roll Cool.

**7+:** ask the target "How are you vulnerable to me?" Take +1 forward when acting on the answer. **10+:** gain +1 ongoing when acting against that target

CONTACTS

|  |  |
|--|--|
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

GEAR

Custom Weapon (as described above).

Choose two more weapons (any firearm can be +linked):

- ⬇ Silenced machine pistol (2-harm close/near autofire)
- ⬇ Automatic shotgun (3-harm close/near loud messy autofire)
- ⬇ Heavy revolver (3-harm close/near reload loud)
- ⬇ Assault rifle (3-harm near/far loud autofire)
- ⬇ Sword (3-harm hand messy)
- ⬇ Machette (3-harm hand)

Choose one:

- ⬇ Body armour (2-armour)
- ⬇ Armoured jacket (1-armour)
- ⬇ Trauma Dermal (allows you to apply first aid to characters at 2100 or less harm)
- ⬇ Aggressive motorcycle

NOTES

STARTING LISTS

Names: Angelo, Dead Eyes, John, LouLou, Kennedy, Knock, Mé Moï, Molly, Oakley, Sarah, Sleeper, an ironic name, a cool name, a deadly name

Look. Choose one from each line:

|                                                                        |                                                                       |                                                 |                                                    |
|------------------------------------------------------------------------|-----------------------------------------------------------------------|-------------------------------------------------|----------------------------------------------------|
| Eyes: hard, dead, mirrored, artificial, cunning, manic, unhinged, wild | Face: scarred, impassive, friendly, nondescript, weathered, decorated | Body: muscular, lithe, augmented, wiry, compact | Wear: military, corporate, punk, street, scrounged |
|------------------------------------------------------------------------|-----------------------------------------------------------------------|-------------------------------------------------|----------------------------------------------------|

Skin: artificial, asian or south asian, black, decorated, hispanic/latino, indigenous, middle eastern, white, \_\_\_\_\_

CYBERWEAR

Why? (Chose one) prosthetic, forced, loyalty, enthusiasm, necessity, junkie, genetics, career, ideology, memory, military

Cost? (Chose one)

- ⬇ You scrimped & saved to buy it yourself. Choose one tag to apply to that piece of cyberware: +unreliable, +substandard, +hardware decay, +damaging.
- ⬇ Someone else paid for it; now you owe them. You're *owned*. Choose who.
- ⬇ You fucked someone over to get it. You're *hunted*. Describe who.

ADVANCEMENT



```
if(XP) ≥ 10 {run Advancement(1)};
current.XP = XP-10;
```

- ⬇ Choose another move from your playbook.
  - ⬇ Choose another move from your playbook.
  - ⬇ Choose another move from your playbook.
  - ⬇ Choose a move from another playbook.
  - ⬇ Choose a move from another playbook.
  - ⬇ +1 style (max +2).
  - ⬇ +1 edge (max +2).
  - ⬇ +1 cool (max +2).
  - ⬇ +1 mind (max +2).
  - ⬇ +1 meat (max +2).
  - ⬇ +1 synth (max +3).
- \*/after 5 advances you can choose these too /\**

  - ⬇ +1 to any stat (max +3).
  - ⬇ buy off an obligation, enemy or owned.
  - ⬇ change your character to a new playbook.
  - ⬇ rewind a corporate countdown clock to 1800. [req 10cred]
  - ⬇ retire your character to safety. [req 20cred]
  - ⬇ make a second character

Eyes by Kikuyu Optics, arm by Nkembe Robotics, muscles by Helixtec, synthetic nerves by some bleeding-edge black clinic in Chiba. You're more machine than meat and more deadly than either. Some jobs require a soft touch, some a strong hand, others a dozen mags of caseless flechette rounds and twelve inches of retractable plastisteel inserted at high velocity into various reluctant organs. Those are the jobs you like. After all, you paid a lot for those mods, it'd be a shame not to use 'em.

Continue? [Y/N]

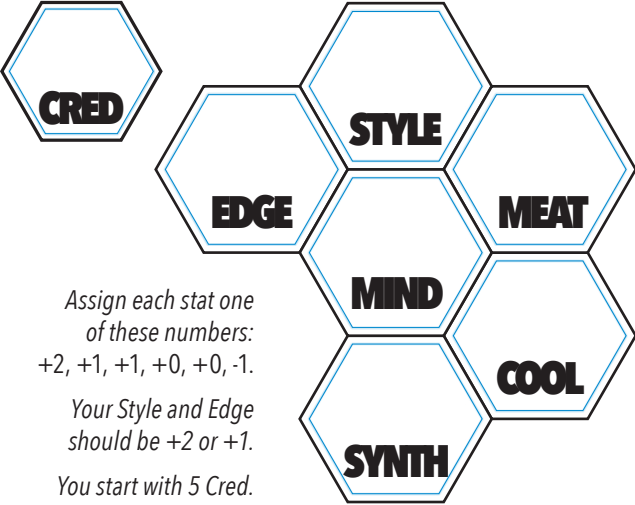


Name. \_\_\_\_\_

Looks. \_\_\_\_\_

(lists/options on back)

STATS



DIRECTIVES

Choose two:

- Financial:** When you hinder the mission for a chance at extra profit, mark experience.
- Hierarchic:** When you improve your standing or impair a rival's among \_\_\_\_\_, mark experience.
- Rejected:** When your former membership in \_\_\_\_\_ hinders the mission, mark experience.
- Violent:** When you deliberately choose to use violence to overcome a problem when a non-violent option exists, mark experience.

HARM

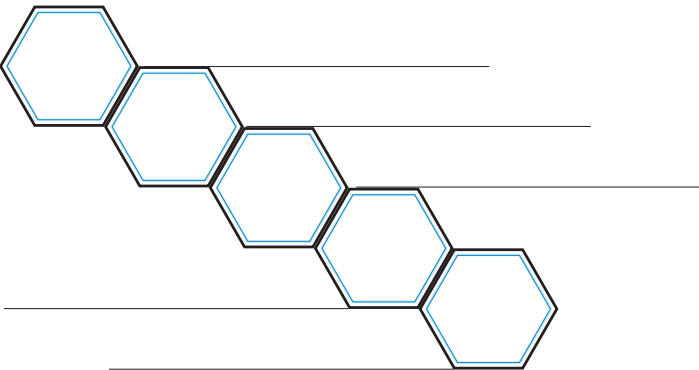
15:0018:0021:0022:0023:0000:00

(starting questions on back)

Choose one:

- Cybereyes:** When you have cybereyes installed, choose three of following tags: *+thermographic*, *+light amplification*, *+magnification*, *+flare compensation*, *+recording*, *+encrypted*, *+inaccessible partition*. When your enhanced sight helps, you may roll Synth for **assess**.
- Cybercoms:** When you have cybercoms installed, choose two of following tags: *+encrypted*, *+jamming*, *+recording*, *+satellite relay*, *+inaccessible partition*. When monitoring communications or giving orders in a tactical environment, you may roll Synth for **assess**.
- Neural Interface:** Allows direct neural control of an appropriately configured external device such as a vehicle, weapon, recording device, or hacked electronic system.
- Implant Weaponry:** Either:
  - » retractable blades (2-harm hand implant)
  - » a holdout firearm (2-harm close loud implant)
  - » a monofilament whip (4-harm hand messy area dangerous implant)
  - » internal assassination implant (4-harm intimate slow implant)

LINKS



CONTACTS

You get these two:

- Driven:** When you begin a mission that furthers your vision, roll Edge. **10+:** gain 3 hold. **7-9:** gain 1 hold. You may spend 1 hold before rolling any other move to take +1 or -2 forward to the move.
- Vision Thing:** When you have time and space for an emotional connection with someone and you passionately advocate for your vision, roll Style. **10+:** gain 2 hold. **7-9:** gain 1 hold  
Spend 1 hold to have the targeted NPCs:
  - give you something you want
  - fight to protect you or your cause
  - do something you ask
  - disobey an order given by someone with authority or leverage over them

When you use this move on a PC, spend your hold to help or interfere as if you had rolled a 10+ (i.e. give them +1 or -2). If you miss against a PC, they gain 2 hold against you which they can use in the same way.

Choose one more:

- Believers:** See back for options
- Bring it on Home:** Whenever you ask someone a question with **one million points of light**, you may ask a follow up question from the list. When you succeed at **vision thing**, gain 1 extra hold.
- Chromed:** Choose another piece of cyberware at character creation or in downtime. Describe how you got it & paid for it the same as you did your first piece of cyberware.
- Famous:** Your face is well known beyond the narrow scope of your people. Unless you disguise yourself, you will be recognised by many people you meet. If someone recognises you, you take +1 forward against them, but people will find out that you met them. Both you and the MC can declare that someone recognises you.
- Inner Circle:** You have a group of loyal confidantes within your larger circle of believers. This is a small gang of 5-10 believers (2-harm small loyal 1-armour). Pick 2:
  - » Your confidantes are well armed: add +1 harm
  - » Your confidantes are well armoured: +1 armour and *+obvious*
  - » Your confidantes are ex-military: add *+disciplined*
  - » Your confidantes have bikes or a couple of other vehicles: add *+mobile*
- One Million Points of Light:** When you successfully advocate for your vision with **vision thing**, ask one of the following questions. You may spend 1 hold to ask one of the following questions:
  - » What do you wish I'd do?
  - » How are you vulnerable?
  - » Are you telling the truth?
  - » What do you intend to do?
  - » How are you connected to the current events?
  - » What do you most desire?
- Opportunistic:** When you **help** or **interfere** with someone, roll Edge.
- People Person:** When you **hit the street** among people who share your vision and roll a 7-9, choose one fewer result..
- Rabble Rouser:** You may use **vision thing** to sway a potentially sympathetic crowd.
- Silver Tongue:** When you **fast talk** someone and roll **7+**, you get a little something extra. Take [intel].



GEAR

Choose two weapons:

- ⬮ Holdout pistol (2-harm hand/close discreet quick reload loud)
- ⬮ Flechette pistol (3-harm close/near quick flechette)
- ⬮ Semi-auto pistol (2-harm close/near loud quick)

Choose two:

- ⬮ Synth leathers or armoured clothing (0-armour, discreet, subtract 1 when rolling the harm move)
- ⬮ Sleek ride (choose one: motorcycle, car, helicopter)
- ⬮ Simsense recording equipment
- ⬮ Musical instruments
- ⬮ Encrypted communications relay
- ⬮ Trauma Derms (allows you to apply first aid to characters at 2100 or less harm)

BELIEVERS

You are part of a gang, tribe, band, corporation or similar group. You can go to them for aid, for resources or to hide out until the heat dies down. As a group, they're pretty trustworthy, but they will make demands on you in return (your gang counts as a Contact). By default this group has a core of about 20 people as well as various associates and groupies

What kind of gang is it? Choose one: Street, Corporate, Entertainment/Media, Military, Political

How big is your gang? Choose a size and choose two tags:

|                                                                |                                                    |                                                               |                                                                        |
|----------------------------------------------------------------|----------------------------------------------------|---------------------------------------------------------------|------------------------------------------------------------------------|
| Small: 10 or fewer<br>(loyal, mobile, well-armed, specialists) | Medium: 20-40<br>(mobile, well-armed, specialists) | Large: 50-100<br>(well-connected, resources, self-sufficient) | Huge: 200+<br>(well-connected, resources, spread out, self-sufficient) |
|----------------------------------------------------------------|----------------------------------------------------|---------------------------------------------------------------|------------------------------------------------------------------------|

Define your gang's territory. Do they control a few blocks of the streets? Do they operate out of a compound or an arcology?

Choose one: poor, wanted, hard to find, unreliable, violent, hated

Who leads your gang? If your gang is small, you may be the leader. Otherwise, choose one: immoral, demanding, grasping, a real fucker, useless, absent

What are your gang's main gigs? Choose two: commerce, crime, parties, muscle, deliveries, entertainment, infiltration, scavenging, activism, politics

STARTING LISTS

Names: Apostle, Chalice, Dancer, Dillon Vicara, Eleven, Ice Smooth, Lola Chrome, Magnetic, Nebula, Nigell, Prophet9, Relay, Sennheiser, Shard, a media name, a social name, a real name.

Look. Choose one from each line:

|                                                                                  |                                                                   |                                                               |                                                                   |
|----------------------------------------------------------------------------------|-------------------------------------------------------------------|---------------------------------------------------------------|-------------------------------------------------------------------|
| Eyes: shining, driven, vulnerable, passionate, intense, trustworthy, artificial. | Face: attractive, friendly, striking, alluring, serene, sculpted. | Body: toned, muscular, relaxed, slim, augmented, soft, pudgy. | Wear: corporate, high fashion, avant-garde, street, flashy, punk. |
|----------------------------------------------------------------------------------|-------------------------------------------------------------------|---------------------------------------------------------------|-------------------------------------------------------------------|

Skin: artificial, asian or south asian, black, decorated, hispanic/latino, indigenous, middle eastern, white, \_\_\_\_\_

CYBERWEAR

Why? (Chose one) prosthetic, forced, loyalty, enthusiasm, necessity, junkie, genetics, career, ideology, memory, military

Cost? (Chose one)

- ⬮ You scrimped & saved to buy it yourself. Choose one tag to apply to that piece of cyberware: +unreliable, +substandard, +hardware decay, +damaging.
- ⬮ Someone else paid for it; now you owe them. You're owned. Choose who.
- ⬮ You fucked someone over to get it. You're hunted. Describe who.

Example Vision Soundbites: Smash the global corporate complex! Synthrock will free the people! Open source or die! Only I can lead the world to a better future! Jesus he knows me, and he knows I'm right! The Singularity is coming; destroy it before it destroys us! The Singularity is coming; all hail the machines! Bow down before the one you serve!

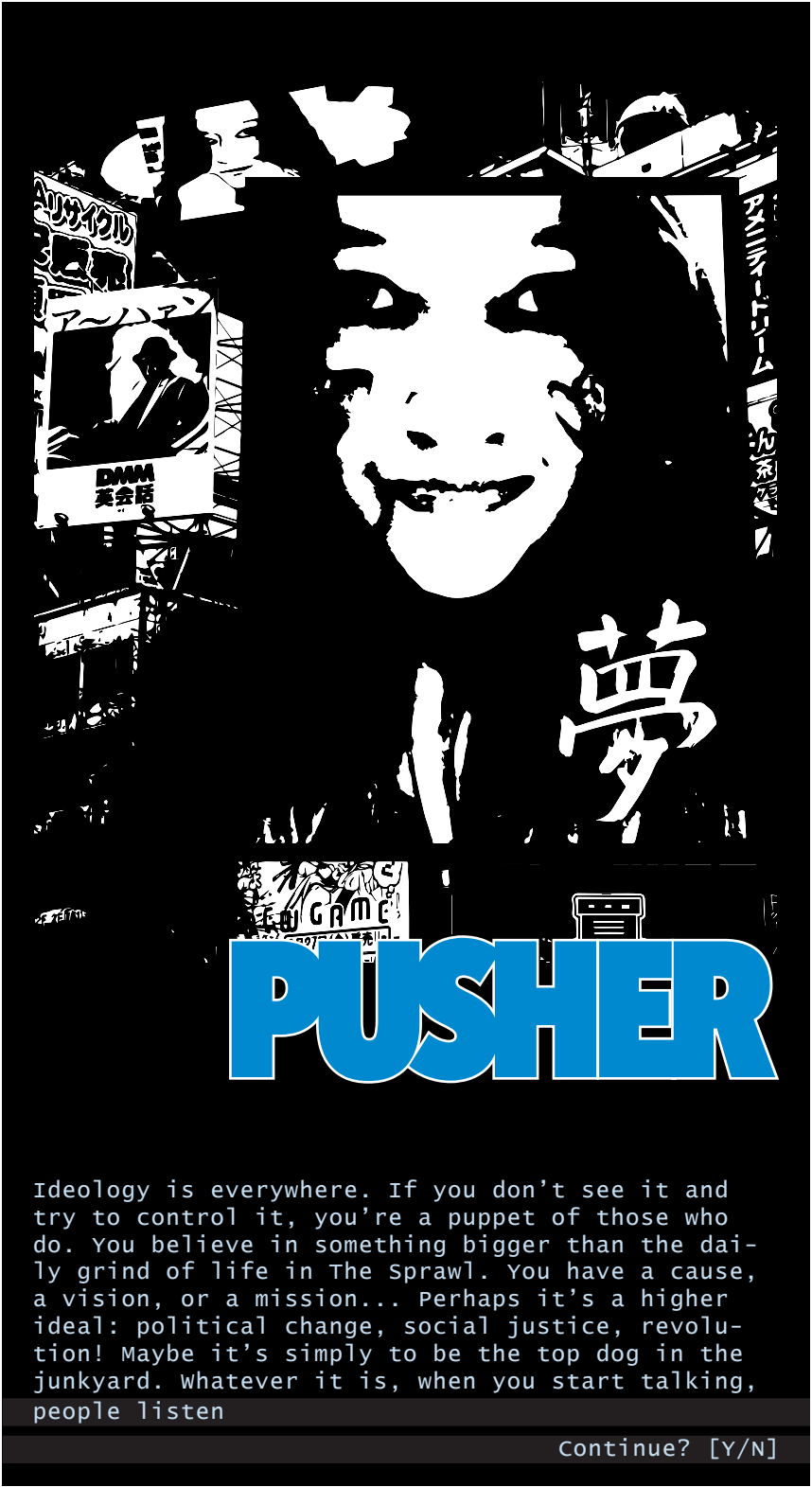
ADVANCEMENT



```
if(XP) ≥ 10 {run Advancement(1)};
current.XP = XP-10;
```

- ⬮ Choose another move from your playbook.
  - ⬮ Choose another move from your playbook.
  - ⬮ Choose another move from your playbook.
  - ⬮ Choose a move from another playbook.
  - ⬮ Choose a move from another playbook.
  - ⬮ +1 style (max +2).
  - ⬮ +1 edge (max +2).
  - ⬮ +1 cool (max +2).
  - ⬮ +1 mind (max +2).
  - ⬮ +1 meat (max +2).
  - ⬮ +1 synth (max +3).
- \*/after 5 advances you can choose these too /\*

  - ⬮ +1 to any stat (max +3).
  - ⬮ buy off an obligation, enemy or owned.
  - ⬮ change your character to a new playbook.
  - ⬮ rewind a corporate countdown clock to 1800. [req 10cred]
  - ⬮ retire your character to safety. [req 20cred]
  - ⬮ make a second character



Ideology is everywhere. If you don't see it and try to control it, you're a puppet of those who do. You believe in something bigger than the daily grind of life in The Sprawl. You have a cause, a vision, or a mission... Perhaps it's a higher ideal: political change, social justice, revolution! Maybe it's simply to be the top dog in the junkyard. Whatever it is, when you start talking, people listen

continue? [Y/N]

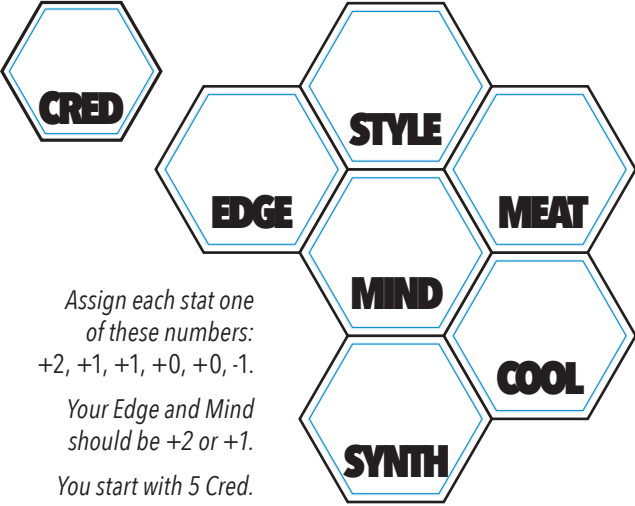
# REPORTER

Name. \_\_\_\_\_

Looks. \_\_\_\_\_

(lists/options on back)

## STATS



Assign each stat one of these numbers: +2, +1, +1, +0, +0, -1.  
Your Edge and Mind should be +2 or +1.  
You start with 5 Cred.

## DIRECTIVES

Choose two:

- ⚡ **Compassionate:** When you put your compassion for the powerless ahead of the mission, mark experience.
- ⚡ **Network:** When your membership in \_\_\_\_\_ hinders the mission, mark experience.
- ⚡ **Revealing:** When you discover more information about \_\_\_\_\_, mark experience.
- ⚡ **Vengeful:** When you harm \_\_\_\_\_ or their interests, mark experience.

## HARM



## MOVES

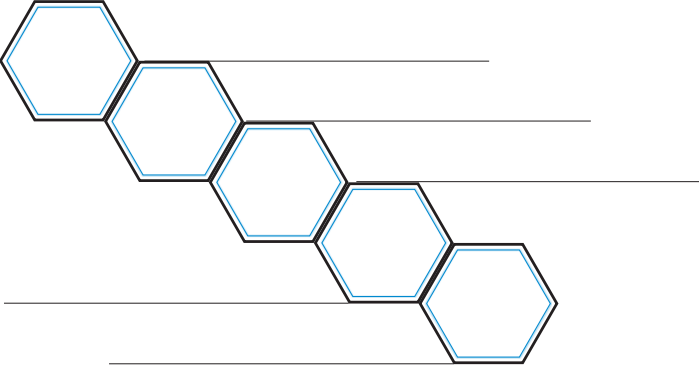
You get these three:

- ⚡ **Live and On the Air:** When you go live from the scene and broadcast a stream to avoid harm and expose your target, roll Edge.  
**10+:** you get the shot you want and are “escorted” to a position of safety  
**7-9:** choose one:
  - » Your story irritates your target. (The MC will advance a relevant threat clock)
  - » Someone on your team gets hurt off camera
  - » Your story angers your employer
  - » Your rushed narrative is misinterpreted by the public with unintended consequences
- ⚡ **Nose for a Story:** At the start of a mission, roll Edge. **10+:** gain 3 hold.  
**7-9:** gain 1 hold  
During the mission, spend 1 hold to invoke one of the following effects:
  - » Ask one question from the **research** list
  - » Take +1 forward when **monsterring**
  - » Find a piece of evidence that links this mission to a current story; start a Story Clock and a linked Noise Clock or roll to **gather evidence**
- ⚡ **Gather Evidence:** When you gather evidence to break a story, roll Mind.  
**10+:** you get the evidence you need, advance that Story Clock.  
**7-9:** you get the evidence, but tip your hand to someone implicated in your story; tell the MC which clock to advance: a relevant Corporate Clock, the linked Noise Clock or the relevant Mission Clock (Legwork or Action, depending on which phase of the current mission you’re in)  
**6-:** the MC will advance the Noise Clock *and* make a move

If the Story Clock reaches 0000 before the Noise Clock, the Reporter has broken the story before the implicated parties could cover up the evidence, or stop the investigation. The exact implications of this for the game will vary based on the story, but it should have a major impact on the implicated parties and will affect at least one Corporate Clock.

If the Noise Clock reaches 0000 before the Story Clock, the implicated parties have tied up all the loose ends and the story is dead. Now that damage control is complete, they can deal with the Reporter permanently. Advance any relevant Corporate or Threat Clocks.

## LINKS



## MOVES CON'T

Choose one more:

- ⚡ **24/7 Live Feeds:** When you scan the feeds to research a topic, you may always ask a follow up question. On a 10+, take an additional [intel].
- ⚡ **Chromed:** Choose another piece of cyberware at character creation or in downtime. Describe how you got it and paid for it the same as you did your first piece of cyberware.
- ⚡ **Filthy Assistants:** When you spend [intel] and give mission advice based on your **research**, your team takes +1 forward to follow that advice and you mark experience.
- ⚡ **Monsterring:** When you corner someone and hound them with questions to get to the bottom of a story, roll Edge. **10+:** they tell you the truth, regardless of the consequences. **7-9:** they give you enough to get you off their back, then when they’re safe, they choose one:
  - » they respond with fear
  - » they respond with anger
  - » they respond with clinical calm
- ⚡ **Press Pass:** If you reveal your public persona to **fast talk** your way in, do not roll the dice, you count as rolling a 10+. Take [intel] and advance the Legwork Clock.
- ⚡ **Reliable Sources:** When you call your regular sources to **research** a topic, roll Style instead of Mind.
- ⚡ **War Correspondent:** When **acting under pressure** while in physical danger, roll Edge instead of Cool.

## CYBERWARE

(starting questions on back)

Choose one:

- ⚡ **Cybereyes:** When you have cybereyes installed, choose three of following tags: **+thermographic, +light amplification, +magnification, +flare compensation, +recording, +encrypted, +inaccessible partition.** When your enhanced sight helps, you may roll Synth for **assess**.
- ⚡ **Cyberears:** When you have cyberears installed, choose two of following tags: **+dampening, +wide frequency, +recording, +encrypted, +inaccessible partition.** When your enhanced hearing helps, you may roll Synth for **assess**.
- ⚡ **Cybercoms:** When you have cybercoms installed, choose two of following tags: **+encrypted, +jamming, +recording, +satellite relay, +inaccessible partition.** When monitoring communications or giving orders in a tactical environment, you may roll Synth for **assess**.
- ⚡ **Neural Interface with Data Storage:** When you use **research** to search internally or externally stored data, gain an extra [intel] on a hit. Choose two of following tags: **+inaccessible partition, +encrypted, +high capacity, +high speed.** You may take the Hacker move **jack in** as an advance.

GEAR

- Choose one weapon:
- Holdout pistol (2-harm hand/close discreet quick reload loud)
  - Flechette pistol (3-harm close/near quick flechette)
  - Hand taser (s-harm hand reload)
- Choose two:
- Armoured clothing (0-armour, discreet, subtract 1 when rolling the harm move)
  - Encrypted communications equipment
  - Recording equipment
  - Glasses (choose 2: +light amplification, +magnification, +recording)
  - Trauma Derms (allows you to apply first aid to characters at 2100 or less harm))

CONTACTS

|  |  |
|--|--|
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

NOTES

|  |  |
|--|--|
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

STARTING LISTS

**Names:** Conduit, Farouk Dakins, Glass, Grant Access, Edison, Hoot, Madison Brookes-Watanabe, Parisa Zahed, Scoop, Spider, Witness, a media name, an inquiring name, an incisive name.

**Look.** Choose one from each line:

|                                                                                |                                                                              |                                                                      |                                                                      |
|--------------------------------------------------------------------------------|------------------------------------------------------------------------------|----------------------------------------------------------------------|----------------------------------------------------------------------|
| <b>Eyes:</b> penetrating, intense, empathetic, calm, determined, sad, dejected | <b>Face:</b> attractive, friendly, serious, grim, composed, worn, weathered. | <b>Body:</b> toned, slim, augmented, tense, animated, flabby, tired. | <b>Wear:</b> corporate, street, punk, flashy, outdated, messy, worn. |
|--------------------------------------------------------------------------------|------------------------------------------------------------------------------|----------------------------------------------------------------------|----------------------------------------------------------------------|

**Skin:** artificial, asian or south asian, black, decorated, hispanic/latino, indigenous, middle eastern, white, \_\_\_\_\_

**CYBERWEAR**

**Why?** (Chose one) prosthetic, forced, loyalty, enthusiasm, necessity, junkie, genetics, career, ideology, memory, military

**Cost?** (Chose one)

- You scrimped & saved to buy it yourself. Choose one tag to apply to that piece of cyberware: +unreliable, +substandard, +hardware decay, +damaging.
- Someone else paid for it; now you owe them. You're *owned*. Choose who.
- You fucked someone over to get it. You're *hunted*. Describe who.

ADVANCEMENT



```
if(XP) ≥ 10 {run Advancement(1)};
current.XP = XP-10;
```

Choose another move from your playbook.

Choose another move from your playbook.

Choose another move from your playbook.

Choose a move from another playbook.

Choose a move from another playbook.

+1 style (max +2).

+1 edge (max +2).

+1 cool (max +2).

+1 mind (max +2).

+1 meat (max +2).

+1 synth (max +3).

*\*/after 5 advances you can choose these too /\**

+1 to any stat (max +3).

buy off an obligation, enemy or owned.

change your character to a new playbook.

rewind a corporate countdown clock to 1800. [req 10cred]

retire your character to safety. [req 20cred]

make a second character



# REPORTER

There's dirty business going down all over this city. I'm not talking about sex scandals and drunken escapades. That's what they want you to focus on. Leave the tabloid stuff for the hacks. It's the real secrets you want: rights are being trampled; families are being separated; lives are being destroyed. You hear about the building collapse on seventh the other day? Seventy-two people died. Word is, that wasn't an accident. Right now people's lives – peoples' fucking lives – are being traded for market share, profit margin and fucking competitive advantage. Sure, you hang out with a bunch of criminals and break all sorts of laws to get the story, and some people might get hurt, but the people need to know what's happening behind those wood-paneled boardroom doors. The ends justify the means, right?

continue? [Y/N]

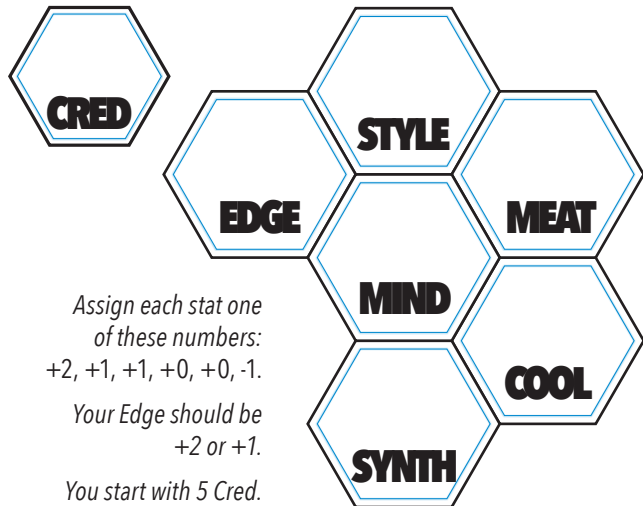
# SOLDIER

Name. \_\_\_\_\_

Looks. \_\_\_\_\_

(lists/options on back)

## STATS



## DIRECTIVES

Choose two:

- ⚡ **Behavioural:** Describe your ethical code. When adhering to your code hinders the mission, mark experience.
- ⚡ **Filial:** When you put the advice of \_\_\_\_\_ ahead of the mission, mark experience.
- ⚡ **Financial:** When you hinder the mission for a chance at extra profit, mark experience.
- ⚡ **Prudent:** When you resolve a charged situation without violence, mark experience.

## HARM

|       |       |       |       |       |       |
|-------|-------|-------|-------|-------|-------|
|       |       |       |       |       |       |
| 15:00 | 18:00 | 21:00 | 22:00 | 23:00 | 00:00 |

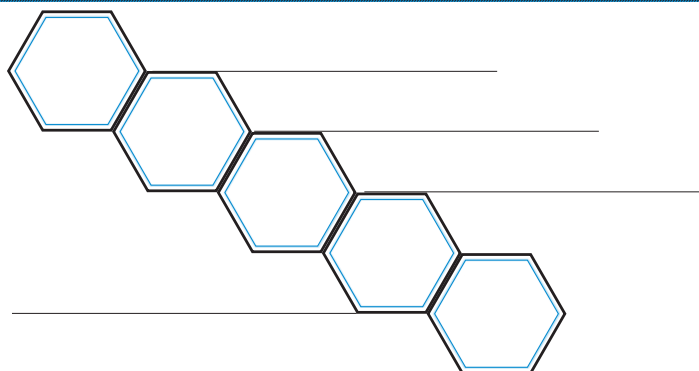
## CYBERWARE

(starting questions on back)

Choose one:

- ⚡ **Cybereyes:** When you have cybereyes installed, choose three of following tags: *+thermographic*, *+light amplification*, *+magnification*, *+flare compensation*, *+recording*, *+encrypted*, *+inaccessible partition*. When your enhanced sight helps, you may roll Synth for **assess**.
- ⚡ **Cybercoms:** When you have cybercoms installed, choose two of following tags: *+encrypted*, *+jamming*, *+recording*, *+satellite relay*, *+inaccessible partition*. When monitoring communications or giving orders in a tactical environment, you may roll Synth for **assess**.
- ⚡ **Skillwires:** You may slot chips to grant certain skills. While slotted, chips give +1 ongoing to moves assisted by the programmed skill. Skillwires come with two slots and you may have one chip active in each slot. If you start with Skillwires, you also start with one chip per slot. You can acquire more skillchips in play like any other gear. Example skillchips: martial arts, breaking and entering, rock climbing, skydiving, scuba diving, planning and logistics, firefight combat, extreme driving, parkour, first aid, military history and tactics.
- ⚡ **Tactical Computer:** When you **assess** in a tactical situation, hold +1, even on a miss.
- ⚡ **Neural Interface with Targeting Suite:** When you fire a weapon you are *+linked* to, you may inflict additional harm equal to your Synth. You may also roll Synth instead of Meat to **mix it up**. You may precisely define the area of effect for weapons with the *+autofire* tag to exclude or include potential targets from weapon damage.

## LINKS



## CONTACTS

|  |  |
|--|--|
|  |  |
|  |  |
|  |  |

## MOVES

You get these two:

- ⚡ **Here's the plan:** When you plan a Mission, everyone to whom you assign a task takes +1 ongoing while they act on that task according to the plan. Anyone who rolls a miss or goes off the plan loses their bonus for that mission. If *you* get paid, mark experience.
- ⚡ **I Love It When a Plan Comes Together:** At the start of a mission, roll Edge. **10+:** gain 3 hold / **7-9:** gain 1 hold  
During the mission, spend 1 hold for one of the following effects:
  - » You have that piece of gear that you need, *right now*
  - » You appear in a scene where you are needed, *right now***6-:** gain 1 hold anyway, but your opponent has predicted your every move; the MC will advance the Legwork Clock

Choose one more:

- ⚡ **Aura of Professionalism:** When you **get the job** and try to **get paid**, choose one extra option, even on a miss.
- ⚡ **Chromed:** Choose another piece of cyberware at character creation or in downtime. Describe how you got it and paid for it the same as you did your first piece of cyberware.
- ⚡ **Corporate Knowledge:** You used to be a Company Man. When you **research** a corporation, you may always ask a follow up question. On a 10+, take an additional [intel].
- ⚡ **Exit Strategy:** You always have an escape plan prepared. When shit hits the fan and you decide to bail out, roll Mind. **7+:** You escape the situation. **10+:** choose one thing to leave behind. **7-9:** choose two things
  - » Your team
  - » Identifiable evidence
  - » A mission objective
  - » Your staked Cred
- ⚡ **Hands-on Management:** When you **mix it up** while directing a mission from the front, roll Mind instead of Meat.
- ⚡ **Recruiter:** When you attempt to recruit a specialist or a team of specialists to directly assist with your mission, roll Edge. **10+:** choose 2. **7-9:** choose 1:  
Reliable professional(s) / A small team (up to 5) / As competent as required
- ⚡ **Slippery:** At the end of a mission during which you planted or hid evidence to shift blame away from you and your team, name who you threw under the corporate bus and roll Edge. **7+:** the MC will not increase corporate clocks in the retaliation phase  
**10+:** the MC will reduce a corporate clock by one  
**6-:** create or increase the Threat Clock of whoever you threw under the bus
- ⚡ **Steady Presence:** When you give someone a pep talk while in a stressful situation, you **help** them as if you had rolled 10+.
- ⚡ **Tactical Operations:** When you **assess** while leading a mission from the front, hold +1, even if you miss.



GEAR

Choose two weapons:

- ⬇ Heavy pistol (3-harm close/near loud)
- ⬇ Assault rifle (3-harm near/far loud autofire)
- ⬇ Fragmentation Grenades (4-harm near area reload loud messy)
- ⬇ Flashbangs (s-harm near area loud reload)

Choose two:

- ⬇ Armoured vest (1-armour)
- ⬇ Armoured clothing (armour 0, +discreet, subtract 1 when rolling the **harm** move)
- ⬇ Communications relay (Choose +encrypted or +jamming)
- ⬇ Goggles (Choose two: +thermographic, +light amplification, +magnification, +flare compensation)
- ⬇ Trauma Derms (allows you to **apply first aid** to characters at 2100 or less harm)

NOTES

STARTING LISTS

**Names:** Alif, Armitage, Connomarah, Cortez, Grit, Mac, Sly, Turnus, Turner, a professional name, a determined name, a strange name

**Look.** Choose one from each line:

|                                                                                       |                                                                        |                                                              |                                                                   |
|---------------------------------------------------------------------------------------|------------------------------------------------------------------------|--------------------------------------------------------------|-------------------------------------------------------------------|
| <b>Eyes:</b> hard, searching, artificial, cunning, penetrating, weary, jaded, haunted | <b>Face:</b> rugged, scarred, weathered, tired, thin, decorated, calm. | <b>Body:</b> muscular, toned, unfit, graceful, wiry, tanned. | <b>Wear:</b> casual, utility, vintage, military, corporate, worn. |
|---------------------------------------------------------------------------------------|------------------------------------------------------------------------|--------------------------------------------------------------|-------------------------------------------------------------------|

**Skin:** artificial, asian or south asian, black, decorated, hispanic/latino, indigenous, middle eastern, white, \_\_\_\_\_

CYBERWEAR

**Why?** (*Chose one*) prosthetic, forced, loyalty, enthusiasm, necessity, junkie, genetics, career, ideology, memory, military

**Cost?** (*Chose one*)

- ⬇ You scrimped & saved to buy it yourself. Choose one tag to apply to that piece of cyberware: +unreliable, +substandard, +hardware decay, +damaging.
- ⬇ Someone else paid for it; now you owe them. You're *owned*. Choose who.
- ⬇ You fucked someone over to get it. You're *hunted*. Describe who.

ADVANCEMENT



```
if(XP) ≥ 10 {run Advancement(1)};
current.XP = XP-10;
```

- ⬇ Choose another move from your playbook.
  - ⬇ Choose another move from your playbook.
  - ⬇ Choose another move from your playbook.
  - ⬇ Choose a move from another playbook.
  - ⬇ Choose a move from another playbook.
  - ⬇ +1 style (max +2).
  - ⬇ +1 edge (max +2).
  - ⬇ +1 cool (max +2).
  - ⬇ +1 mind (max +2).
  - ⬇ +1 meat (max +2).
  - ⬇ +1 synth (max +3).
- \*/after 5 advances you can choose these too /\**

  - ⬇ +1 to any stat (max +3).
  - ⬇ buy off an obligation, enemy or owned.
  - ⬇ change your character to a new playbook.
  - ⬇ rewind a corporate countdown clock to 1800. [req 10cred]
  - ⬇ retire your character to safety. [req 20cred]
  - ⬇ make a second character



Some people think being a soldier in the corporate shadow wars is all about toting guns and kicking in doors. That ain't it at all. In this business, planning and preparation is what separates the professionals from the corpses. There are plenty of successful teams in your line of work, but those that live long enough to spend their money are led by people like you. The one who minutely studies the corporate dossier on the target until he knows his every move before he makes it. The one who watches surveillance footage for two days straight to find the weakness in the security pattern. The one who pores over the archaic paper maps of the utility tunnels under the facility. It's a thankless job, but it pays well. You get to live.

Continue? [Y/N]

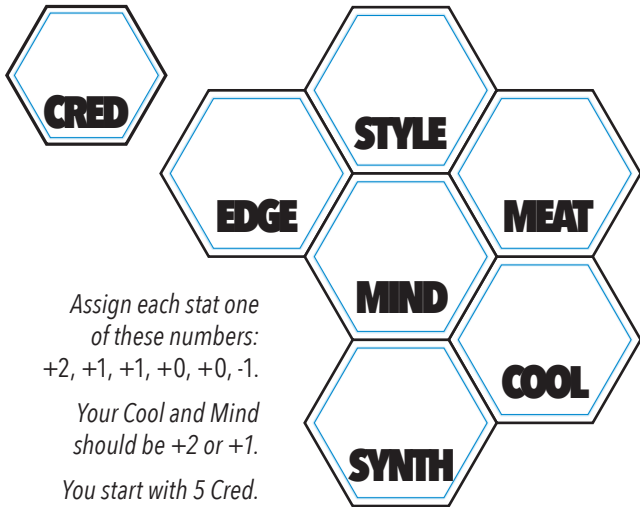


Name. \_\_\_\_\_

Looks. \_\_\_\_\_

(lists/options on back)

STATS



DIRECTIVES

Choose two:

- Proselytising:** Describe your belief system. When you persuade others to act according to your beliefs, mark experience.
- Network:** When your membership in \_\_\_\_\_ hinders the mission, mark experience.
- Protective:** When you put your responsibility to \_\_\_\_\_ ahead of the mission, mark experience.
- Revealing:** When you discover more information about \_\_\_\_\_, mark experience.

HARM

|       |       |       |       |       |       |
|-------|-------|-------|-------|-------|-------|
|       |       |       |       |       |       |
| 15:00 | 18:00 | 21:00 | 22:00 | 23:00 | 00:00 |

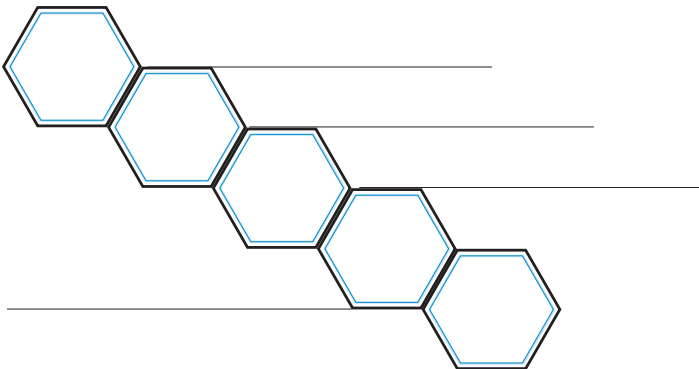
(starting questions on back)

Choose one:

- Cybereyes:** When you have cybereyes installed, choose three of following tags: +thermographic, +light amplification, +magnification, +flare compensation, +recording, +encrypted, +inaccessible partition. When your enhanced sight helps, you may roll Synth for **assess**.
- Cybercoms:** When you have cybercoms installed, choose two of following tags: +encrypted, +jamming, +recording, +satellite relay, +inaccessible partition. When monitoring communications or giving orders in a tactical environment, you may roll Synth for **assess**.
- Cyberarm with Implant Tools:** When you have time and space to interface with a device you are attempting to fix, **bypass**, or tamper with, take +1 forward. You may add additional options to your cyberarm during play in the normal way. See Chapter 5: Cyberware.
- Neural Interface:** Allows direct neural control of an appropriately configured external device such as a vehicle, weapon, recording device, or hacked electronic system. Choose one:

  - Remote Control Module:** Adds wireless broadcast and reception capacity to allows the remote control of vehicles and drones. Choose two of following tags: +encrypted, +multi-tasking, +satellite relay, +inaccessible partition. You may take the Driver move second skin as an advance.
  - Data Storage:** When you use **research** to search internally or externally stored data, gain an extra [intel] on a hit. Choose two of following tags: +inaccessible partition, +encrypted, +high capacity, +high speed. You may take the Hacker move Jack in as an advance.

LINKS



CONTACTS

|  |  |
|--|--|
|  |  |
|  |  |
|  |  |

You get these three:

- Expert:** Choose one area of expertise from list on back:
- Storage:** After receiving a job you may look through your accumulated parts and supplies for equipment that might help with the current mission. Roll Mind.  
**10+:** gain 3 [gear] relevant to your chosen area(s) of expertise.  
**7-9:** gain 1 [gear] relevant to your chosen area(s) of expertise.
- Customiser:** You can identify and examine new or complicated technology related to your area of expertise, and modify technology with which you are familiar. When you try to modify a piece of tech, tell the MC what you want to do and discuss what tags or game effect that modification will have. The MC will tell you the requirements in terms of: time / tools / parts / help from contacts / more research

Choose one more:

- Analytic:** When you **assess**, roll Mind instead of Edge.
- Blend In:** When you're about to be caught somewhere you shouldn't be, but look and act like you belong there, roll Cool.  
**10+:** no one thinks twice about your presence until you do something to attract attention  
**7-9:** you'll be fine as long as you leave right now, but if you do anything else, your presence will arouse suspicion
- Bypass:** When you attempt to subvert security measures (bypassing a locked door, disabling an alarm, camera or motion detector, etc), roll Cool.  
**7+:** you successfully bypass the system without leaving a trace  
**10+:** you gain some valuable insight into the facility's security, gain [intel]
- Chromed:** Choose another piece of cyberware at character creation or in downtime. Describe how you got it and paid for it the same as you did your first piece of cyberware.
- Diverse Interests:** Choose one more area of expertise.
- Jack of All Trades:** Choose one more area of expertise.
- Obsessive:** When you shut yourself away with a problem or piece of cutting edge tech, make a **research** move. You may use one question to ask any question about the object of your contemplation and study.
- On it:** When your areas of expertise are central to **helping** or **interfering** with a teammate, roll Cool instead of Links.
- Renaissance Man:** Choose one more area of expertise.

GEAR

You get this:  
⌚ Toolkit and gear appropriate to your area(s) of expertise

- Choose two weapons:
- ⌚ Holdout pistol (2-harm hand/close discreet quick reload loud)
  - ⌚ Assault rifle (3-harm near/far loud autofire)
  - ⌚ Fragmentation Grenades (4-harm near area reload loud messy)
  - ⌚ Gas Grenades (s-harm near area reload gas)

- Choose two:
- ⌚ Armoured jacket (1-armour)
  - ⌚ Armoured clothing (0-armour, discreet, subtract 1 when rolling the harm move)
  - ⌚ Goggles (Choose two: +*thermographic*, +*light amplification*, +*magnification*, +*flare compensation*, +*recording*)
  - ⌚ Truck or van (Choose one strength: +*rugged*, +*off-road*, +*huge*, +*workhorse*; and one weakness: +*slow*, +*cramped*, +*loud*)
  - ⌚ Trauma Derms (allows you to **apply first aid** to characters at 2100 or less harm)
  - ⌚ *Encrypted jamming* communications relay

AREAS OF EXPERTISE

- » *Mechanic*: you are an **expert** in the construction, maintenance and operation of vehicles & drones; you have two drones created according to the Driver move **drone jockey**
- » *Splicer*: you are an **expert** in cybernetics and biomodification; you may begin with one extra piece of cyberware; describe how you implanted this in yourself, but you need not describe how you paid for it
- » *Breadboarder*: you are an **expert** in computers and electronics; you have a cyberdeck with 5 points of ratings (no rating may be higher than 2) and a number of programs equal to its Processor rating+1
- » *Gunsmith*: you are an **expert** in armaments; you begin with the Killer move **custom weapon**
- » *Medic*: you are an expert in medicine and pharmaceuticals; when you **apply first aid**, you heal one additional harm segment, even on a miss
- » *Pyrotechnician*: you are an expert in chemistry and explosives; ignore the +*dangerous* tag for explosives

You start with workshops appropriate to your areas of expertise (e.g. surgery, electronics workshop, garage).

STARTING LISTS

**Names:** Angel.1.3, AntiK-Tera, Bobby, Cathode, Eleni Larabee, Houwayyek, Mr. Wizard, Spanner, Transitivity, a weird name, a normal name, an technofetishising name.

**Look.** Choose one from each line:

- |                                                                                                                            |                                                                   |                                                           |                                                              |
|----------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------|-----------------------------------------------------------|--------------------------------------------------------------|
| <b>Eyes:</b> focused, excited, artificial, squinty, impatient, calm, appraising                                            | <b>Face:</b> plain, friendly, nonde-script, weathered, expressive | <b>Body:</b> muscular, wiry, compact, thin, flabby, fatty | <b>Wear:</b> utility, military, corporate, street, scrounged |
| <b>Skin:</b> artificial, asian or south asian, black, decorated, hispanic/latino, indigenous, middle eastern, white, _____ |                                                                   |                                                           |                                                              |

CYBERWEAR

- Why?** (*Chose one*) prosthetic, forced, loyalty, enthusiasm, necessity, junkie, genetics, career, ideology, memory, military
- Cost?** (*Chose one*)
- ⌚ You scrimped & saved to buy it yourself. Choose one tag to apply to that piece of cyberware: +unreliable, +substandard, +hardware decay, +damaging.
  - ⌚ Someone else paid for it; now you owe them. You're *owned*. Choose who.
  - ⌚ You fucked someone over to get it. You're *hunted*. Describe who.

ADVANCEMENT



```
if(XP) ≥ 10 {run Advancement(1)};
current.XP = XP-10;

*//after 5 advances you can
choose these too //*

⌚ +1 to any stat (max +3).
⌚ buy off an obligation, enemy or owned.
⌚ change your character to a new
 playbook.
⌚ rewind a corporate countdown clock to
 1800. [req 10cred]
⌚ retire your character to safety. [req 20cred]
⌚ make a second character
```

- ⌚ Choose another move from your playbook.
- ⌚ Choose another move from your playbook.
- ⌚ Choose another move from your playbook.
- ⌚ Choose a move from another playbook.
- ⌚ Choose a move from another playbook.
- ⌚ +1 style (max +2).
- ⌚ +1 edge (max +2).
- ⌚ +1 cool (max +2).
- ⌚ +1 mind (max +2).
- ⌚ +1 meat (max +2).
- ⌚ +1 synth (max +3).

TECH

Hackers get all the glory, but you're the one who actually gets things done. Cyberdeck took a couple of pellets from that security team? Call the Tech. Need a bus wired to blow? Call the Tech. Need to lay twenty-two klicks of hardline from the grid to your desert hide? Call the effin' Tech. At least the jobs pay better than crawling around ductwork in a Sprawl tenement.

continue? [Y/N]