

Combat Spells

The idea of combat spells is channeling mana toward destructive means. In legal terms, magic attacks are always premeditated, as the auras of the caster and the target are connected for the energy transfer. Any spell caster can do this as part of a Rock'n'Roll move, but more advanced combat spells are required when you wish to blow up your target in an oddly specific way. As an added bonus, all combat spells completely ignore armor. Combat spells are restricted the same way military grade weapons and explosive devices are in most countries. Combat spells require the target to be in unaided visual range (optical binoculars are okay, astral perception is okay, digital thermographic or low light filters are not). For a spell with a blast radius, only center of the blast needs to be in the visual range.

○ Elemental Bolt (+1 drain)

Deal your Magic Dice in damage to a target you see and choose an element, such as fire, lightning, wind, rock, ice, acid, glass, or even sharpnel. The exact effect is up to the GM. You take 1 extra drain. You may spice it up by adding some of these options, even multiple times:

- +1d6x drain: blast radius of 1d6x meters, roll once for both
- +1 drain: add another elemental effect
- +2 drain: mirror reflect (you aim at the target's reflection on a shiny surface)
- 1 drain: point blank (close range)

○ Sleep Bolt (0 drain)

Deal your Magic Dice in stun to a target you see. If you knock them out, they'll wake in 8 hours. Waking them earlier would cause a hangover-like effect. You may add some of these options, even multiple times:

- +1d6x drain: blast radius of 1d6x meters, roll once for both
- +2 drain: mirror reflect (you aim at the target's reflection on a shiny surface)
- 1 drain: point blank (close range)
- +2 drain: lingering effect, you take -1 ongoing to sustain the spell until you decide to end it; anyone who enters the swirling cloud of magic sleep gas takes the same stun, but only once

○ Spontaneous Combustion (+2 drain)

Deal your Magic Dice in damage to a target you see, then take -1 ongoing to deal 1 extra damage during your next move, until you choose to end the effect, or the target hides from view. There is no visible bolt coming from you, making this a painful assassination spell of choice. It does not have as many options, however:

- +2 drain: mirror reflect (you aim at the target's reflection on a shiny surface)
- 1 drain: point blank (close range)

○ Elemental Pulse (+1 drain)

Deal your Magic Dice in damage to all targets, except yourself, in close range, and choose an element, such as fire, ice, wind and so on. Roll once for all targets. This spell comes with options:

- +1d6x drain: blast radius of 1d6x meters, roll once for both
- +3 drain: lingering effect, you take -1 ongoing to sustain the spell until you decide to end it; on your every move it blasts all targets in range again with the same damage

Detection Spells

Detection spells grant the caster knowledge that is beyond their normal senses. Astral Wards are the only thing that can reliably block detection spells, being opaque and solid obstacles on the astral plane. It is feasible to break through a ward using combat spells or spirits, but doing so alerts the owner.

○ Find Missing Person (+1 drain)

This spell requires a material component, such as a blood sample (-1 drain), a passport-quality photograph (+6 drain), a treasured possession (+2 drain), a relative (0 drain) or a close friend of the target (-1 drain). When cast, and as long as the spell is maintained for -1 ongoing, the caster is aware of the general direction toward the person. When the person, or the person's remains, are in plain view, they light up like a Christmas tree for the caster and anyone else who is included in the spell. The options are:

- +1 drain: per person with whom the spell is shared
- +4 drain: highlights the missing person through thin walls, similar to thermographic vision
- 1 drain: person is expected to be within 1 kilometer (has no effect if this is not true)

○ Detect Hostiles (+1 drain)

This spell acts as a heads up display for the caster, making glow outlines for hostile creatures within view. The degree of hostility is color coded, and casting this in a slum is depressing, casting it in a traffic jam is terrifying. While the spell is maintained, the caster has -1 ongoing. The options are:

- +1 drain: per person with whom the spell is shared
- +4 drain: highlights hostiles through thin walls, similar to thermographic vision

○ Detect Sapient (0 drain)

This spell acts as a heads up display for the caster, making glow outlines for creatures with brains capable of sapient thought. Curiously, it picks up most mammals, some birds and marine life. The degree of intelligence is color coded; it decreases when the target is asleep. While the spell is maintained, the caster has -1 ongoing. The options are:

- +1 drain: per person with whom the spell is shared
- +4 drain: highlights creatures through thin walls, similar to thermographic vision

○ Mind Probe (+2 drain)

This spell digs in a target's mind for memories that would answer your question. You must touch the head of the subject. The subject becomes instantly aware of the intrusion and sees the same flashbacks that you do. While in their head, you understand the languages they speak and their emotional responses. Lingering after effects may include understanding a few words of a foreign language, responding to the target's name and being surprised at seeing someone else's face in a mirror for the next 24 hours. Evidence obtained by Mind Probe is not admissible in court. Use of this spell is considered torture and is criminally punishable in UCAS, CAS and most of Europe. The options are:

- 1 drain: the person is injured
- 1 drain: the person is a close friend
- +2 drain: per additional question

(continued on page 2)

Detection Spells, continued

○ Analyze Device (0 drain)

This spell makes it easier to use a device while it is sustained, by reading the mind of the user and providing them a ghostly overlay of possible results of their intended actions. The caster must touch a device and a recipient. As long as the caster sustains the spell with -1 ongoing to all actions, the recipient may re-roll their damage dice related to using the device, once per move for free. If a Spell Lock is used to sustain this spell, it must remain touching the device.

+1 drain: per extra recipient of the spell (all for the same, presumably large, device)

○ Soundtrack (0 drain)

This spell plays an improvised soundtrack to the events of the recipient's life, the sort you hear composed for 3D motion pictures. It is not overly loud, but magically drowns out other music. The recipient can never be surprised due to foreboding cues. The caster takes -1 ongoing to sustain this spell. The caster must touch the recipient, and if a Spell Lock is used to sustain it, it must be worn by the recipient. There is only one option:

+2 drain: everyone in recipient's vicinity also hears this music, without an obvious source; it means that the allies of the recipient, if they stick close, are never surprised either, but it makes it difficult to sneak up on other people.

○ Analyze Magic Signature (0 drain)

This is a spell used by forensic magicians at a crime scene, where magic was used within the last 24 hours. Every magician has a signature, their particular way of doing magic, each as unique as the marks gun barrels leave on bullets they fire. The caster of this spell gets a distinct impression of all signatures and may store them in a forensic focus. These can be later matched to another crime scene or to a suspect casting a spell while in custody.

Beware of observers watching your fireworks.

+1d6x drain: homicide or otherwise disturbing crime scene

+1 drain: multiple overlapping signatures

+1 drain: near a ley line or other magical phenomena

Health Spells

Health spells are the most universally accepted, and by far the easiest to acquire by legitimate means, permits and licensing fees and all that. The staple of healing, Healing Hands, is its own move, because it is a package deal for two effects, healing and stabilization. All Health spells require the caster to touch the target.

○ Detox (0 drain)

This spell instantly purges the body of the recipient of foreign toxic chemicals, anything from alcohol to cyanide. This can lead to complications on heavily medicated people, such as elderly with pacemakers or samurai recovering from cyber-implant surgery as it may remove some situationally beneficial chemicals as well, for example, rubbing alcohol used for sterilizing the stitches. To the rest of us it means no hangover. This spell has no effect on microorganisms, such as viruses, nanobots or bacteria, and especially the fauna of the recipient's digestive tract. It comes with some options:

+1d6x drain: 1d6x meter blast radius that removes toxic materials from the air, water and surfaces

+1 drain: covers a group of people holding hands

Health Spells, continued

○ Treat Infection (0 drain)

This spell cleans up foreign microorganisms (viruses, bacteria) that are normally beaten by timely vaccination and have vaccines available. It does nothing against species that science has not yet beaten (VITAS, HMHVV, AIDS), because the spell was reverse engineered by medical professionals for epidemic emergencies based on currently available research. Repeated exposure to this spell may lead to an upset stomach, just like antibiotics. The options are:

+1d6x drain: 1d6x meter blast radius that instantly sterilizes the room

+1 drain: covers a group of people holding hands

○ Healing Ward (+1d6x drain)

This spell 'blesses' a recovery room for (roll Magic Dice) days. People who sleep in it, provided the conditions are sanitary, heal 1 more Hit Box per day than they normally would. The radius of the room is 1d6 meters, and can be increased by taking higher drain. It is the only option for this spell:

+1d6x drain: increase room radius by +1d6x meters.

○ Mana Meal (+2 drain)

This spell creates nourishment out of mana. The caster touches the recipient and boom!

That person is instantly fed for the whole day, with vitamins and nutrients in the blood stream and fiber and water in the stomach. The only problem is, this is addictive. Whenever you fail casting this spell, it still works. Your failure is that the guy will want another hit tomorrow, even if there is real food to eat. This is why the creator of this spell is still one mana short of a Nobel prize. If you use this spell daily for all of your nutrition, you may save up to 20% on lifestyle expenses (i.e. groceries). There is only one option:

+1 drain: feed a group of people holding hands

Addition: you suffer -1 to all social moves if you didn't have a Mana Meal within the last 24 hours. Staying away from casting or benefiting from any Healing Spells for a month will allow you to beat the addiction.

○ Oxygenate (+1 drain)

This spell continuously produces oxygen directly in the bloodstream of the recipient. After touching the target, the caster must sustain the spell by taking -1 ongoing or placing a Spell Lock on the recipient. The recipient does not need to breathe. This makes it easier to stabilize them (+2 forward) if they are dying, and it makes it possible to go scuba diving without scuba gear. Deep ocean floor pressure can still crush you like a soda can or give you decompression sickness, so a dive computer is still a good idea. This spell has no options due to safety regulations.

○ Suppress Allergies (+1 drain)

This spell negates all normal and paranormal allergies on a recipient, such as penicillin, peanuts or sunlight (for vampires). After touching the target, the caster must sustain the spell by taking -1 ongoing or placing a Spell Lock on the recipient. This spell has one option:

+1d6x drain: suppress allergies in a +1d6x meter radius around caster or Spell Lock.

(continued with Illusion Spells on page 3)

Illusion spells

For a magical criminal, illusion spells are a tool for distraction and stealth all rolled into one. One limitation of illusion spells have is that they can not do harm. Not directly, anyway. Another limitation of illusions is Astral Sight: perceiving adepts, projecting magicians and spirits can still see the spell itself and its presence. Because of this, walking with a sustained illusion spell into an Astral Ward (also astrally active), even without realizing it, can alarm the Ward's owner, and your spell or both.

○ Invisibility (+1 drain)

This spell removes a touched recipient from certain senses of all observers. The caster rolls Magic Dice to find out how many senses the spell covers, then declares them. Some examples are: touch, smell, taste, sound, ultrasound (echolocation), infrared (heat), visible spectrum (sight), x-rays, microwaves. This spell is sustained by taking -1 ongoing, or placing a Spell Lock on the recipient (if you can find her!). Invisibility to touch does not mean that the person is able to go through walls - it merely means that when someone bumps into the invisible person, the contact is intangible, as the invisible gets shoved out of the way. If the invisible person does not use Astral Sight or some of other way to check their own position and hands, they are at a -2 ongoing to all actions: it's hard to aim an invisible gun. There are a lot of options for this spell:

- +2 drain: per extra recipient
- +1 drain: if you want to ALSO affect all high-tech devices, such as cameras*
 - * cybersenses are considered "natural", because they cost Essence
- 1 drain: if you want to affect ONLY high-tech devices, but not people's senses
- +1 drain: the target is a troll
- +4 drain: the target is a car (and is about to have a traffic accident!)
- +8 drain: the target is a truck
- +X drain: the target is even larger, let the GM figure it out

○ Phantasm (+2 drain)

This creative spell can make anything you want appear in your sight. It's a perfectly realistic illusion, but it's the delivery that can make or break the con. It's easier to believe that a police cruiser is screeching around a corner if it's preceded by sirens than a Great Western Dragon popping out of thin air. The caster rolls Magic Dice to find out how many senses the spell covers, then lists them: touch, smell, taste, sound, ultrasound (echolocation), infrared (heat), visible spectrum (sight), x-rays, and so on. The spell is sustained by -1 ongoing or by a Spell Lock. The drain may also increase by other parameters:

- +1 drain: the illusion moves at great speed (how much motion blur is enough?)
- +1 drain: if you want to ALSO affect all high-tech devices, such as cameras*
 - * cybersenses are considered "natural", because they cost Essence
- 1 drain: if you want to affect ONLY high-tech devices, but not people's senses
- +1 drain: the illusion is size of a troll
- +4 drain: the illusion is size of a car
- +8 drain: the illusion is size of a truck
- +12 drain: the illusion is size of a Great Western Dragon
- +X drain: the target is even larger, let the GM figure it out

Illusion spells, continued

○ Mask (0 drain)

This spell can make one thing look like another thing of a similar size, such as a rusty old car looking like a limo, a rock looking like an apple or your friend looking like the president... in drag. The caster touches the target, and sustains it by -1 ongoing or by a Spell Lock placed on it. The caster rolls Magic Dice to find out how many senses the spell covers, then lists the senses chosen: touch, smell, taste, sound, ultrasound (echolocation), infrared (heat), visible spectrum (sight), x-rays, and so on. The other options are:

- +1 drain: per each double in mass difference between the two objects
- +1 drain: per each double in size difference between the two objects
- +1 drain: if you want to ALSO affect all high-tech devices, such as cameras*
 - * cybersenses are considered "natural", because they cost Essence
- 1 drain: if you want to affect ONLY high-tech devices, but not people's senses.

○ Hot Potato (+1 drain)

This spell makes an object in caster's sight feel so hot to the touch that whoever holds it or touches it drops it immediately, as long as the spell is sustained by the caster with -1 ongoing or a Spell Lock. The options are:

- +1d6x drain: +1d6x meters blast radius, all identical objects in it are affected
- +2 drain: name a one word "category" of object, such as "guns" or "wallets"; they will be affected even if they are concealed by clothing.

Manipulation spells

This category of spells is a grab bag of everything that did not fit the others. These are all the spells that make physics take a smoke break from real life and listen to chemistry's sob story, while the mages get away with everything not nailed down by common sense and logic.

○ Barrier (+1 drain)

This spell creates a translucent fluorescent force field in line of sight of the caster. The spell needs to be sustained by -1 ongoing or a Spell Lock. The caster rolls Magic Dice to determine the size of the barrier in square meters and also its Hit Boxes. When something collides with the barrier, see rules on Quick and Dirty Collisions to deal damage to both, but note that the Barrier always counts as the smaller object, because it has no mass. While sustaining the spell, the caster may make additional moves to take 1d6x drain to repair 1d6x damage done to the barrier per move or to increase the size of the barrier by 1d6x square meters per move. The Barrier, once created, is stationary in relation to the Earth. If it receives more damage than it can take, the spell ends. The spell's options are:

- +1d6x drain: increase the size, but not Hit Boxes, of the barrier, by 1d6x square meters
- 1 drain: the barrier only affects inanimate objects (not spirits, spells or people)
- +2 drain: the barrier only affects living and astral objects (spirits, spells, foci, people)
- 2 drain: the barrier acts like a cushion and does not do collision damage

(continued on page 4)

Manipulation spells, continued

○ Levitation (0 drain)

This spell makes an object or a person the caster sees fly. The caster rolls Magic Dice to determine the maximum number of Hit Boxes and armor the spell can lift. If the object is heavier than this, it costs +1 drain per point of difference. The caster may also voluntarily take more drain to speed up the flight. If the caster's Magic Dice result + drain is more than the object's Hit Boxes + armor, it flies fast enough to do collision damage (see Quick and Dirty Collisions). The caster needs to sustain the spell by -1 ongoing or by placing a Spell Lock on the levitating object, otherwise it just drops. If a person is being levitated against their will and has something to hang on to, that person may try to oppose the spell with their Close Combat dice. The spell has options:

- +1 drain: to increase the speed or mass capacity of the spell
- 1 drain: if the object merely needs to slide or drag along a surface, even if it's vertical
- +2 drain: to levitate an additional target of the same or smaller weight

○ Ablative Armor (+1 drain per +1 armor)

Ablative Armor (+1 drain per +1 armor)
This spell conjures forth a personal translucent, fluorescent, very obvious full-body armor on a target that the caster touches. The spell is sustained by -1 ongoing to the caster or a Spell Lock on the target. The caster rolls Magic Dice to determine the Hit Boxes of the armor spell. Whenever the target of this spell takes damage, Ablative Armor takes the same damage, but without any armor reduction. The caster may make moves to repair 1d6x damage done to the armor spell at the cost of +1d6x drain. If Ablative Armor takes more damage than it can take, the spell ends after the attack is resolved. The spell has only one option:

- +2 drain: Ablative Armor works against astral attacks and spells

○ Shapeshift (+2 drain)

This spell allows the caster or a willing target the caster touches to turn into a form of a normal, non-magical animal. It requires a blood sample of the animal to work (these are easily stored in forensic foci). The spell is sustained by -1 ongoing or a Spell Lock on the target. Shapeshifted magicians may continue to use magic, but don't have the vocal cords to talk. During shapeshifting, the worn gear either drops to the ground or is torn apart. Curiously, implants and foci transform with the target to accommodate the new form (a cyberarm will become a cyber front paw, a weapon focus will become gilded claws). The spell has one option:

- +4 drain: the spell works on an unwilling target

○ Pocket seamstress (0 drain)

This spell transforms clothing of the caster or a willing target the caster touches into something different. Only the cut and color changes, but the materials stay the same. This spell does not need to be sustained. It is possible to produce a more revealing or light outfit if the excess material becomes a bag full of lint and cloth scraps. The caster may roll Magic Dice to determine the overall quality of the new outfit. The spell has options:

- +1 drain: per extra target
- +1 drain: also does makeup, nails, haircuts, "bodyscaping"
- +1 drain: also cleans up both the target and the clothing, leaving a puddle of yuck behind

○ Meat Puppet (+2 drain)

The caster touches a target and rolls Magic Dice. If the result is higher than the Hit Boxes of the target, it is under the caster's direct control, like a puppet. As a move, the caster may give commands to all currently controlled puppets. Puppets don't obey suicidal commands, but everything else will be executed to the letter. This spell is sustained by -1 ongoing to the caster or a Spell Lock placed on the puppet. This spell is the poster child of illegal magic and its dangers. It has some pretty disturbing options:

- +1 drain: the puppet remembers nothing of this, unless Mind Probed or under hypnosis
- +2 drain: the puppet remembers everything, but believes their actions to be their own idea, unless proven otherwise by therapy or evidence
- 1 drain: the caster does not control the puppet's actions, only thoughts
- 2 drain: the caster only controls the puppet's emotions
- +1d6x drain: spell has blast radius of 1d6x meters, affecting multiple targets, with -1 ongoing per target caught in the blast

Cheat sheet: Quick and Dirty Collisions

When two objects collide at relative speeds of 25 mph or more, roll dice equal to the Hit Boxes + armor of the smaller object. If the objects are of roughly the same size and mass, the object with the least Hit Boxes + armor is the smaller one.

The smaller object takes damage equal to the roll, the larger object takes half of the roll, round down. If the larger object doubles or more the mass of the smaller one, the larger object takes a quarter of the damage instead, round down. If the larger object takes more than 1 damage, its trajectory is affected by the collision. If the larger object takes significant damage (¼ of its Hit Boxes or more), then the smaller object causes enough damage to break through or get stuck in it, subject to the GM's eyeballing judgement call.

If either of the objects is a vehicle with passengers onboard, they take one less damage than the vehicle, if they are wearing seatbelts. Otherwise they take full damage.

Cheat sheet: Chunky salsa Effect

When an attack has an area of effect (grenades, fireballs, explosives usually do), the attacker allocates dice based on the distance from the ground zero. The closest target takes the highest die, the second closest takes the next die, and so on. If you have more targets than dice, the remaining targets all get the lowest die.

When an explosion occurs in a confined or pressurized environment, such as underwater or in a narrow hallway, the force of the blast may be amplified or projected in a certain direction or bounce back and forth between walls, shredding flesh, metal and concrete in what is known as "chunky salsa effect". Based on circumstances, the GM may add bonus damage (usually between 1 and 4) to every dice roll, and determine how far the blast goes by eyeballing. If multiple unfortunate player characters got into the blast radius, then they get to decide who rolls the dice for the entire group. Only the dice roller is able to spend their karma on the roll, the rest of the group may not contribute. This is true in a general sense: your karma only affects your dice, not anyone else's; yet you may be affected by other players' dice and choices.

Street Name

Running In New Orleans - Update 12

ELF

Fill in blanks.

Hair Eyes Body Gender

Assign values +2, +1, 0, -1 to your attributes.

Attributes

- Steady
- Cool
- Hard
- Fast

Dice

*starting values Age Ethnicity

- Tech
- Magic
- Close Combat^{1+Hard}
- Ranged^{1+Fast}

- Hit Boxes^{8+Steady}
- Armor
- Essence
- Karma^{1+Cool}



Elf Moves

Pick 4 Moves from Elf Moves and Professional Moves from any archetype sheets. Each Elf Move gives +1 Ranged Die. Elves also have natural low-light vision.

Never Trust an Elf

When you talk to a person who doesn't know you for the first time, take +1 on any social moves dealing with that person.

Not in the Face

You have bonus armor equal to your Hard attribute, until you get hurt.

Grace Under Fire

When you dive to save someone other than you, roll +Cool. On a 10+, hold 2 to spend on negating damage to another. On a 7-9, hold 1, but also choose 1:

- ... you drop your weapon, commlink or credstick in a bad spot.
- ... you got tagged. Take 1 damage and leave some blood on the scene.
- ... it works as intended, except for the face plant.

Bonds

Fill in at least one name of your companions, or write your own.

_____ would look so good with a total make over. One day, I'll make it happen.
Does _____ have a permit for smelling this bad? We need to weaponize this talent.
_____ is not pretty enough to be this dumb. But I can fix the first part.
I still don't understand why _____ saved my life. I was a nobody back then.

Gear and Perks

Use perks sheet to pick your starting gear and write your choices here.

Contacts

Write down the street names and occupations for your 2 starting contacts.

Fake SIN Name:

Citizenship:

Possible Damage Types

- Healed
- Stunned
- Damaged
- Bandaged
- Cauterized
- Both

Credstick: ¥

Ammo for:

Ammo for:

Your Commlink

Crash

More Hit Boxes if you need 'em.

Your Hit Boxes

Overflow

These moves are available to everyone.

Take Cover

When **you duck behind cover in a fire fight**, roll +Steady. On a 10+ hold 2. Spend this hold to reduce the incoming damage by half, round down. On a 7-9, hold 1, but (choose 1):

- ... you can't see very well. -2 damage until you leave cover.
- ... this cover is not solid. When you run out of hold, it will collapse.
- ... you're sitting next to a hazard sign.
- ... you're pinned. Take 1d6x damage if you attack on your next move.

Rock & Roll

When **you attack an enemy**, roll +Hard if you are in close combat, roll +Fast if you are at range in a fire fight, roll +Steady if you are hacking in the matrix, or using vehicle-mounted weapons and roll +Cool if you are blasting them with magic.

Close Combat (+Hard): on a 10+, you hit and deal Close Combat damage. On a 7-9, you deal damage, but your target attacks you as well.

Fire Fight (+Fast): on a 10+, you hit and deal Ranged damage. On a 7-9, you hit, but (choose 1):

- ... you expose yourself to danger.
- ... you fire a lot of rounds. Mark off 1 ammo.
- ... you only graze the target (-2 damage).

Matrix Hack (+Steady): on a 10+, you hack and deal Tech damage to the system. On a 7-9, you hit but (choose 1):

- ... an opponent decker or ICE attacks you back.
 - ... you've detected a tracer in your commlink.
 - ... one of your programs crashes, -1 ongoing to Matrix actions until a reboot.
- Pilot or Driver** (+Steady): on a 10+, you strafe the target on approach, dealing Ranged damage. On a 7-9 you strafe and deal damage, but (choose 1):
- ... you take return fire or bang up your vehicle.
 - ... the engine stalls and you lose your next move avoiding a crash.
 - ... you ram the target. May the biggest vehicle win.
 - ... you lose control of your vehicle for a moment and take -1 forward.
 - ... you spend more rounds than usual leading the target. Mark off 1 ammo.

Spell Slinger (+Cool): This requires you to know Cast a Spell move. On a 10+, you hit and deal armor-ignoring Magic damage. On a 7-9, you hit and deal armor-ignoring Magic damage, but (choose 1):

- ... you expose yourself to danger.
- ... you suffer 1 drain (spend 1 stored mana or take 1 stun).
- ... energy flares up inside you and the target. Both take 1d6x cauterized damage.
- ... you are briefly disoriented, take -1 forward to your next move.

Check The Situation

When **you observe your environment in detail**, roll +Fast. On a 10+, you know answers to three of the following questions. On a 7-9, you know the answer to one of them.

Which enemy is the most vulnerable? Who is really in control here?

Is anything here looking out of place? What's giving me a bad vibe?

What escape or access route options do we have?

What's the most convenient location or direction for an ambush?

Stay Frosty

When **you act in the face of imminent danger**, describe how you deal with it, and...

- ... if you dodge and weave while looking out for trouble, roll +Fast.
 - ... if you power through it, hitting hard and shrugging off blows, roll +Hard.
 - ... if you stay focused on the task, ignoring dangerous distractions, roll +Steady.
 - ... if you choose words carefully with a charming smile or a poker face, roll +Cool.
- On a 10+, you narrowly avoid certain death and bodily harm. On a 7-9, you're ok, but the GM will present you with a choice: a worse outcome, a hard bargain, or ugly choice.

Sneak Around

When **you try to pass unnoticed**, roll +Cool. On a 10+, only recorded footage may reveal your presence. On a 7-9, you are unnoticed, but (choose 1):

- ... you left something at the scene. You'll remember it later, when it's too late.
- ... it took longer than you expected.
- ... you had no choice. Now there's a body to hide.
- ... you can't get out without making a lot of noise.
- ... you were definitely on a security camera. You saw at least one.
- ... some small noise or overlooked detail made someone suspicious.

Hot Pursuit

When **you chase someone or are being chased**, roll +Steady. The vehicle(s) with the highest top speed (or, in case of a foot race, the person(s) with the highest +Fast) takes +1 on this roll. If the enemy team has the fastest vehicle (or runner), all players take -1 on this roll. On a 10+, gain 3 hold. On a 7-9, gain 2 hold. Spend this hold on one of the following:

- 9 Hold: Cut them off! You end the chase by cornering or catching up to the other team.
- 8 Hold: Your team gets away! You lose your pursuers.
- 3 Hold: Take a shortcut! Roll 1d6x and gain this much hold.
- 3 Hold: Aggressive maneuver! Another person gains or loses 2 hold.
- 1 Hold: Make another move (not Hot Pursuit).

On a 6+, the enemy team gains 1d6x hold, and the GM gets to spend it.

First Aid

When **you treat someone for injuries incurred within one hour**, roll your Tech Dice. Each die that is equal to or higher than the number of non-empty boxes heals 1 Hit Box. The process takes 1 minute and 1 First Aid Kit supply per Box. You cannot heal Stun or Bandaged Hit Boxes this way. If you heal at least 1 Hit Box, your patient is stabilized and is ready for transportation, and when you finish or interrupt the treatment early, any remaining Hit Boxes become Bandaged.

Stay With Me

When **you attempt to stabilize someone without medical supplies**, roll +Steady. On a 10+, the person heals 1 Hit Box and is stabilized within a minute. On 7-9, this happens only if (choose 2):

- ... you continue doing CPR until the ambulance shows up.
- ... nobody moves the body while you work for the next five minutes.
- ... the injured arm or leg (your choice) is amputated within a day. Hello, cyberware.

Reload

When **you replace a magazine in your weapon**, erase spent ammo markers. You're assumed to have enough spare magazines on you for a mission gone wrong, and ammunition costs are part of your lifestyle. Don't worry about it, unless told otherwise.

Street Name

Running In New Orleans - Update 12

Fill in blanks.

Hair Eyes Body Gender

DWARF

Assign values +2, +1, 0, -1 to your attributes.

Attributes

Steady
Cool
Hard
Fast

Dice

*starting values

Age

Ethnicity

Tech⁰
Magic⁰
Close Combat^{1+Hard}
Ranged^{1+Fast}

Hit Boxes^{8+Steady}
Armor⁰
Essence⁰
Karma^{1+Cool}



Dwarf Moves

Pick 4 Moves from Dwarf Moves and Professional Moves from any archetype sheets.
Each Dwarf Move gives +1 Tech Die. Dwarves also benefit from a natural thermographic vision.

☐ **Low Center of Gravity**

When you are in close combat with a taller opponent, you may use +Steady instead of +Hard to Rock & Roll. If you do so and deal damage, it is always stun, you deal +1 damage and your opponent is knocked down.

☐ **The Drinking Game**

If you're drinking with someone, you may use +Steady instead of +Cool to deal with them for the next 24 hours. Everyone takes +1 forward to deal with them about two hours in.

☐ **The Tech Wizard**

When you repair, improve or mess with machinery or electronics, you end up with 1d6x supply worth of extra pieces and may use them to refill your toolkit or add extra features or Hit Boxes to the device, once per device (see MacGyvering for costs of HB and features).

Bonds

Fill in at least one name of your companions, or write your own.

If _____ pats me one more time, there'll be hell to pay.
_____ is all thumbs. Not allowed to touch my toys any more!
Ever since the incident, _____ has been eyeing coffee machines oddly. It was just a joke!
_____ is strong like oak, but one bullet short of a full clip. I can't let 'em get lost again.

Gear and Perks

Use perks sheet to pick your starting gear and write your choices here.

Contacts

Write down the street names and occupations for your 2 starting contacts.

Fake SIN Name:

Citizenship:

Credstick: ¥

Possible Damage Types

Healed Stunned Damaged Bandaged Cauterized Both



More Hit Boxes if you need 'em.

Your Hit Boxes

Overflow

Ammo for:

Ammo for:

Your Commlink

Crash

These moves are available to everyone.

Take Cover

When **you duck behind cover in a fire fight**, roll +Steady. On a 10+ hold 2. Spend this hold to reduce the incoming damage by half, round down. On a 7-9, hold 1, but (choose 1):

- ... you can't see very well. -2 damage until you leave cover.
- ... this cover is not solid. When you run out of hold, it will collapse.
- ... you're sitting next to a hazard sign.
- ... you're pinned. Take 1d6x damage if you attack on your next move.

Rock & Roll

When **you attack an enemy**, roll +Hard if you are in close combat, roll +Fast if you are at range in a fire fight, roll +Steady if you are hacking in the matrix, or using vehicle-mounted weapons and roll +Cool if you are blasting them with magic.

Close Combat (+Hard): on a 10+, you hit and deal Close Combat damage. On a 7-9, you deal damage, but your target attacks you as well.

Fire Fight (+Fast): on a 10+, you hit and deal Ranged damage. On a 7-9, you hit, but (choose 1):

- ... you expose yourself to danger.
- ... you fire a lot of rounds. Mark off 1 ammo.
- ... you only graze the target (-2 damage).

Matrix Hack (+Steady): on a 10+, you hack and deal Tech damage to the system. On a 7-9, you hit but (choose 1):

- ... an opponent decker or ICE attacks you back.
 - ... you've detected a tracer in your commlink.
 - ... one of your programs crashes, -1 ongoing to Matrix actions until a reboot.
- Pilot or Driver** (+Steady): on a 10+, you strafe the target on approach, dealing Ranged damage. On a 7-9 you strafe and deal damage, but (choose 1):
- ... you take return fire or bang up your vehicle.
 - ... the engine stalls and you lose your next move avoiding a crash.
 - ... you ram the target. May the biggest vehicle win.
 - ... you lose control of your vehicle for a moment and take -1 forward.
 - ... you spend more rounds than usual leading the target. Mark off 1 ammo.

Spell Slinger (+Cool): This requires you to know Cast a Spell move. On a 10+, you hit and deal armor-ignoring Magic damage. On a 7-9, you hit and deal armor-ignoring Magic damage, but (choose 1):

- ... you expose yourself to danger.
- ... you suffer 1 drain (spend 1 stored mana or take 1 stun).
- ... energy flares up inside you and the target. Both take 1d6x cauterized damage.
- ... you are briefly disoriented, take -1 forward to your next move.

Check The Situation

When **you observe your environment in detail**, roll +Fast. On a 10+, you know answers to three of the following questions. On a 7-9, you know the answer to one of them.

Which enemy is the most vulnerable? Who is really in control here?

Is anything here looking out of place? What's giving me a bad vibe?

What escape or access route options do we have?

What's the most convenient location or direction for an ambush?

Stay Frosty

When **you act in the face of imminent danger**, describe how you deal with it, and...

- ... if you dodge and weave while looking out for trouble, roll +Fast.
 - ... if you power through it, hitting hard and shrugging off blows, roll +Hard.
 - ... if you stay focused on the task, ignoring dangerous distractions, roll +Steady.
 - ... if you choose words carefully with a charming smile or a poker face, roll +Cool.
- On a 10+, you narrowly avoid certain death and bodily harm. On a 7-9, you're ok, but the GM will present you with a choice: a worse outcome, a hard bargain, or ugly choice.

Sneak Around

When **you try to pass unnoticed**, roll +Cool. On a 10+, only recorded footage may reveal your presence. On a 7-9, you are unnoticed, but (choose 1):

- ... you left something at the scene. You'll remember it later, when it's too late.
- ... it took longer than you expected.
- ... you had no choice. Now there's a body to hide.
- ... you can't get out without making a lot of noise.
- ... you were definitely on a security camera. You saw at least one.
- ... some small noise or overlooked detail made someone suspicious.

Hot Pursuit

When **you chase someone or are being chased**, roll +Steady. The vehicle(s) with the highest top speed (or, in case of a foot race, the person(s) with the highest +Fast) takes +1 on this roll. If the enemy team has the fastest vehicle (or runner), all players take -1 on this roll. On a 10+, gain 3 hold. On a 7-9, gain 2 hold. Spend this hold on one of the following:

- 9 Hold: Cut them off! You end the chase by cornering or catching up to the other team.
- 8 Hold: Your team gets away! You lose your pursuers.
- 3 Hold: Take a shortcut! Roll 1d6x and gain this much hold.
- 3 Hold: Aggressive maneuver! Another person gains or loses 2 hold.
- 1 Hold: Make another move (not Hot Pursuit).

On a 6+, the enemy team gains 1d6x hold, and the GM gets to spend it.

First Aid

When **you treat someone for injuries incurred within one hour**, roll your Tech Dice. Each die that is equal to or higher than the number of non-empty boxes heals 1 Hit Box. The process takes 1 minute and 1 First Aid Kit supply per Box. You cannot heal Stun or Bandaged Hit Boxes this way. If you heal at least 1 Hit Box, your patient is stabilized and is ready for transportation, and when you finish or interrupt the treatment early, any remaining Hit Boxes become Bandaged.

Stay With Me

When **you attempt to stabilize someone without medical supplies**, roll +Steady. On a 10+, the person heals 1 Hit Box and is stabilized within a minute. On 7-9, this happens only if (choose 2):

- ... you continue doing CPR until the ambulance shows up.
- ... nobody moves the body while you work for the next five minutes.
- ... the injured arm or leg (your choice) is amputated within a day. Hello, cyberware.

Reload

When **you replace a magazine in your weapon**, erase spent ammo markers. You're assumed to have enough spare magazines on you for a mission gone wrong, and ammunition costs are part of your lifestyle. Don't worry about it, unless told otherwise.

Street Name

Running In New Orleans - Update 12

Fill in blanks.

Hair

Eyes

Body

Gender

HUMAN

Assign values +2, +1, 0, -1 to your attributes.

Attributes

- Steady
- Cool
- Hard
- Fast

Dice

- Tech⁰
- Magic⁰
- Close Combat^{1+Hard}
- Ranged^{1+Fast}

Age

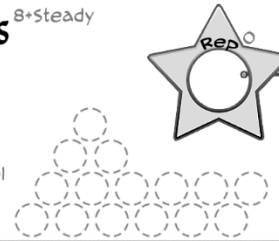
Ethnicity

Hit Boxes

Armor⁰

Essence⁰

Karma^{1+Cool}



Human Moves

Pick 4 Moves from Human Moves and Professional Moves from any archetype sheets.
Each Human Move gives +1 Karma.

☐ Lucky Strike

When you are pushing your luck, re-rolling dice and the result is 10+, gain 1 Karma to spend until the end of game session.

☐ Educated

Pick a college major. When you make try science, spout technobabble or citation needed moves about a related topic, you may choose one option fewer than normal.

☐ Just Sorta Average

People have a hard time describing you. When you don't want to be remembered by a stranger, roll +Cool. On a 10+, forget about it. On a 7-9, pick one:

- ... the stranger can recognize your face if they see you again.
- ... the stranger remembers your clothing, height and body language.
- ... the stranger can recognize your voice if they hear it again.

Bonds

Fill in at least one name of your companions, or write your own.

- _____ is going to get us all killed with that _____, unless I do something.
- I owe _____ one for the extraction from Atzlan border.
- _____ has a big mouth. I can't be there all the time to cover it up.
- _____ is sneaky, and it was funny the first time, but I'll pay it with interest.

Gear and Perks

Use perks sheet to pick your starting gear and write your choices here.

Contacts

Write down the street names and occupations for your 2 starting contacts.

Fake SIN Name:

Citizenship:

Credstick: ¥

Possible Damage Types



More Hit Boxes if you need 'em.

Your Hit Boxes

K.O.

Overflow

Ammo for:

Ammo for:

Your Commlink

Crash

These moves are available to everyone.

Take Cover

When **you duck behind cover in a fire fight**, roll +Steady. On a 10+ hold 2. Spend this hold to reduce the incoming damage by half, round down. On a 7-9, hold 1, but (choose 1):

- ... you can't see very well. -2 damage until you leave cover.
- ... this cover is not solid. When you run out of hold, it will collapse.
- ... you're sitting next to a hazard sign.
- ... you're pinned. Take 1d6x damage if you attack on your next move.

Rock & Roll

When **you attack an enemy**, roll +Hard if you are in close combat, roll +Fast if you are at range in a fire fight, roll +Steady if you are hacking in the matrix, or using vehicle-mounted weapons and roll +Cool if you are blasting them with magic.

Close Combat (+Hard): on a 10+, you hit and deal Close Combat damage. On a 7-9, you deal damage, but your target attacks you as well.

Fire Fight (+Fast): on a 10+, you hit and deal Ranged damage. On a 7-9, you hit, but (choose 1):

- ... you expose yourself to danger.
- ... you fire a lot of rounds. Mark off 1 ammo.
- ... you only graze the target (-2 damage).

Matrix Hack (+Steady): on a 10+, you hack and deal Tech damage to the system. On a 7-9, you hit but (choose 1):

- ... an opponent decker or ICE attacks you back.
 - ... you've detected a tracer in your commlink.
 - ... one of your programs crashes, -1 ongoing to Matrix actions until a reboot.
- Pilot or Driver** (+Steady): on a 10+, you strafe the target on approach, dealing Ranged damage. On a 7-9 you strafe and deal damage, but (choose 1):
- ... you take return fire or bang up your vehicle.
 - ... the engine stalls and you lose your next move avoiding a crash.
 - ... you ram the target. May the biggest vehicle win.
 - ... you lose control of your vehicle for a moment and take -1 forward.
 - ... you spend more rounds than usual leading the target. Mark off 1 ammo.

Spell Slinger (+Cool): This requires you to know Cast a Spell move. On a 10+, you hit and deal armor-ignoring Magic damage. On a 7-9, you hit and deal armor-ignoring Magic damage, but (choose 1):

- ... you expose yourself to danger.
- ... you suffer 1 drain (spend 1 stored mana or take 1 stun).
- ... energy flares up inside you and the target. Both take 1d6x cauterized damage.
- ... you are briefly disoriented, take -1 forward to your next move.

Check The Situation

When **you observe your environment in detail**, roll +Fast. On a 10+, you know answers to three of the following questions. On a 7-9, you know the answer to one of them.

Which enemy is the most vulnerable? Who is really in control here?
Is anything here looking out of place? What's giving me a bad vibe?
What escape or access route options do we have?

What's the most convenient location or direction for an ambush?

Stay Frosty

When **you act in the face of imminent danger**, describe how you deal with it, and...

- ... if you dodge and weave while looking out for trouble, roll +Fast.
 - ... if you power through it, hitting hard and shrugging off blows, roll +Hard.
 - ... if you stay focused on the task, ignoring dangerous distractions, roll +Steady.
 - ... if you choose words carefully with a charming smile or a poker face, roll +Cool.
- On a 10+, you narrowly avoid certain death and bodily harm. On a 7-9, you're ok, but the GM will present you with a choice: a worse outcome, a hard bargain, or ugly choice.

Sneak Around

When **you try to pass unnoticed**, roll +Cool. On a 10+, only recorded footage may reveal your presence. On a 7-9, you are unnoticed, but (choose 1):

- ... you left something at the scene. You'll remember it later, when it's too late.
- ... it took longer than you expected.
- ... you had no choice. Now there's a body to hide.
- ... you can't get out without making a lot of noise.
- ... you were definitely on a security camera. You saw at least one.
- ... some small noise or overlooked detail made someone suspicious.

Hot Pursuit

When **you chase someone or are being chased**, roll +Steady. The vehicle(s) with the highest top speed (or, in case of a foot race, the person(s) with the highest +Fast) takes +1 on this roll. If the enemy team has the fastest vehicle (or runner), all players take -1 on this roll. On a 10+, gain 3 hold. On a 7-9, gain 2 hold. Spend this hold on one of the following:

- 9 Hold: Cut them off! You end the chase by cornering or catching up to the other team.
- 8 Hold: Your team gets away! You lose your pursuers.
- 3 Hold: Take a shortcut! Roll 1d6x and gain this much hold.
- 3 Hold: Aggressive maneuver! Another person gains or loses 2 hold.
- 1 Hold: Make another move (not Hot Pursuit).

On a 6-, the enemy team gains 1d6x hold, and the GM gets to spend it.

First Aid

When **you treat someone for injuries incurred within one hour**, roll your Tech Dice. Each die that is equal to or higher than the number of non-empty boxes heals 1 Hit Box. The process takes 1 minute and 1 First Aid Kit supply per Box. You cannot heal Stun or Bandaged Hit Boxes this way. If you heal at least 1 Hit Box, your patient is stabilized and is ready for transportation, and when you finish or interrupt the treatment early, any remaining Hit Boxes become Bandaged.

Stay With Me

When **you attempt to stabilize someone without medical supplies**, roll +Steady. On a 10+, the person heals 1 Hit Box and is stabilized within a minute. On 7-9, this happens only if (choose 2):

- ... you continue doing CPR until the ambulance shows up.
- ... nobody moves the body while you work for the next five minutes.
- ... the injured arm or leg (your choice) is amputated within a day. Hello, cyberware.

Reload

When **you replace a magazine in your weapon**, erase spent ammo markers. You're assumed to have enough spare magazines on you for a mission gone wrong, and ammunition costs are part of your lifestyle. Don't worry about it, unless told otherwise.

Street Name

Running In New Orleans - Update 12

Fill in blanks.

Hair Eyes Body Gender

ORK

Assign values +2, +1, 0, -1 to your attributes.

Attributes

- Steady
- Cool
- Hard
- Fast

Dice

- Tech⁰
- Magic⁰
- Close Combat^{1+Hard}
- Ranged^{1+Fast}

*starting values Age Ethnicity

- Hit Boxes^{8+Steady}
- Armor⁰
- Essence⁰
- Karma^{1+Cool}



Ork Moves

Pick 4 Moves from Ork Moves and Professional Moves from any archetype sheets. Each Ork Move gives +1 Close Combat Die. Orks also benefit from a natural low-light vision.

☐ Thug Life

When you negotiate from a position of force, take +1 or give +1 to the teammate doing the talking on your behalf.

☐ Fearless

Take +1 to stay frosty in the face of superior numbers or larger opponents.

☐ I Need Pain To Feel Alive

When you get hit in a fight and mark more than one Hit Box, mark only half of them, rounding down (to a minimum of 1), but take -2 forward to your next move. This penalty may stack if you get hurt multiple times.

Bonds

Fill in at least one name of your companions, or write your own.

_____ can't jump, can't hit and can't dance. But it's cool, bro. I'm on the case.
_____ thinks my guns are sexy. Don't I know it.
One day, I'll know _____'s gender for sure.
_____ bluffed me out of lockup with a fake release document. I still can't believe it worked.

Gear and Perks

Use perks sheet to pick your starting gear and write your choices here.

Contacts

Write down the street names and occupations for your 2 starting contacts.

Fake SIN Name:

Citizenship:

Credstick: ¥

Possible Damage Types



Ammo for:

Ammo for:

Your Comlink

Crash

More Hit Boxes if you need 'em.

Your Hit Boxes

-1

-2

K.O.

Overflow

These moves are available to everyone.

Take Cover

When **you duck behind cover in a fire fight**, roll +Steady. On a 10+ hold 2. Spend this hold to reduce the incoming damage by half, round down. On a 7-9, hold 1, but (choose 1):

- ... you can't see very well. -2 damage until you leave cover.
- ... this cover is not solid. When you run out of hold, it will collapse.
- ... you're sitting next to a hazard sign.
- ... you're pinned. Take 1d6x damage if you attack on your next move.

Rock & Roll

When **you attack an enemy**, roll +Hard if you are in close combat, roll +Fast if you are at range in a fire fight, roll +Steady if you are hacking in the matrix, or using vehicle-mounted weapons and roll +Cool if you are blasting them with magic.

Close Combat (+Hard): on a 10+, you hit and deal Close Combat damage. On a 7-9, you deal damage, but your target attacks you as well.

Fire Fight (+Fast): on a 10+, you hit and deal Ranged damage. On a 7-9, you hit, but (choose 1):

- ... you expose yourself to danger.
- ... you fire a lot of rounds. Mark off 1 ammo.
- ... you only graze the target (-2 damage).

Matrix Hack (+Steady): on a 10+, you hack and deal Tech damage to the system. On a 7-9, you hit but (choose 1):

- ... an opponent decker or ICE attacks you back.
 - ... you've detected a tracer in your commlink.
 - ... one of your programs crashes, -1 ongoing to Matrix actions until a reboot.
- Pilot or Driver** (+Steady): on a 10+, you strafe the target on approach, dealing Ranged damage. On a 7-9 you strafe and deal damage, but (choose 1):
- ... you take return fire or bang up your vehicle.
 - ... the engine stalls and you lose your next move avoiding a crash.
 - ... you ram the target. May the biggest vehicle win.
 - ... you lose control of your vehicle for a moment and take -1 forward.
 - ... you spend more rounds than usual leading the target. Mark off 1 ammo.

Spell Slinger (+Cool): This requires you to know Cast a Spell move. On a 10+, you hit and deal armor-ignoring Magic damage. On a 7-9, you hit and deal armor-ignoring Magic damage, but (choose 1):

- ... you expose yourself to danger.
- ... you suffer 1 drain (spend 1 stored mana or take 1 stun).
- ... energy flares up inside you and the target. Both take 1d6x cauterized damage.
- ... you are briefly disoriented, take -1 forward to your next move.

Check The Situation

When **you observe your environment in detail**, roll +Fast. On a 10+, you know answers to three of the following questions. On a 7-9, you know the answer to one of them.

Which enemy is the most vulnerable? Who is really in control here?

Is anything here looking out of place? What's giving me a bad vibe?

What escape or access route options do we have?

What's the most convenient location or direction for an ambush?

Stay Frosty

When **you act in the face of imminent danger**, describe how you deal with it, and...

- ... if you dodge and weave while looking out for trouble, roll +Fast.
 - ... if you power through it, hitting hard and shrugging off blows, roll +Hard.
 - ... if you stay focused on the task, ignoring dangerous distractions, roll +Steady.
 - ... if you choose words carefully with a charming smile or a poker face, roll +Cool.
- On a 10+, you narrowly avoid certain death and bodily harm. On a 7-9, you're ok, but the GM will present you with a choice: a worse outcome, a hard bargain, or ugly choice.

Sneak Around

When **you try to pass unnoticed**, roll +Cool. On a 10+, only recorded footage may reveal your presence. On a 7-9, you are unnoticed, but (choose 1):

- ... you left something at the scene. You'll remember it later, when it's too late.
- ... it took longer than you expected.
- ... you had no choice. Now there's a body to hide.
- ... you can't get out without making a lot of noise.
- ... you were definitely on a security camera. You saw at least one.
- ... some small noise or overlooked detail made someone suspicious.

Hot Pursuit

When **you chase someone or are being chased**, roll +Steady. The vehicle(s) with the highest top speed (or, in case of a foot race, the person(s) with the highest +Fast) takes +1 on this roll. If the enemy team has the fastest vehicle (or runner), all players take -1 on this roll. On a 10+, gain 3 hold. On a 7-9, gain 2 hold. Spend this hold on one of the following:

- 9 Hold: Cut them off! You end the chase by cornering or catching up to the other team.
- 8 Hold: Your team gets away! You lose your pursuers.
- 3 Hold: Take a shortcut! Roll 1d6x and gain this much hold.
- 3 Hold: Aggressive maneuver! Another person gains or loses 2 hold.
- 1 Hold: Make another move (not Hot Pursuit).

On a 6+, the enemy team gains 1d6x hold, and the GM gets to spend it.

First Aid

When **you treat someone for injuries incurred within one hour**, roll your Tech Dice. Each die that is equal to or higher than the number of non-empty boxes heals 1 Hit Box. The process takes 1 minute and 1 First Aid Kit supply per Box. You cannot heal Stun or Bandaged Hit Boxes this way. If you heal at least 1 Hit Box, your patient is stabilized and is ready for transportation, and when you finish or interrupt the treatment early, any remaining Hit Boxes become Bandaged.

Stay With Me

When **you attempt to stabilize someone without medical supplies**, roll +Steady. On a 10+, the person heals 1 Hit Box and is stabilized within a minute. On 7-9, this happens only if (choose 2):

- ... you continue doing CPR until the ambulance shows up.
- ... nobody moves the body while you work for the next five minutes.
- ... the injured arm or leg (your choice) is amputated within a day. Hello, cyberware.

Reload

When **you replace a magazine in your weapon**, erase spent ammo markers. You're assumed to have enough spare magazines on you for a mission gone wrong, and ammunition costs are part of your lifestyle. Don't worry about it, unless told otherwise.

Street Name

Running In New Orleans - Update 12

Fill in blanks.

Hair

Eyes

Body

Gender

TROLL

Assign values +2, +1, 0, -1 to your attributes.

Attributes

- ☐ Steady
- ☐ Cool
- ☐ Hard
- ☐ Fast

Dice

- ☐ Tech⁰
- ☐ Magic⁰
- ☐ Close Combat^{1+Hard}
- ☐ Ranged^{1+Fast}

Age

Ethnicity

Hit Boxes

8+Steady

Armor

Essence

Karma



XP

Troll Moves

Pick 4 Moves from Troll Moves and Professional Moves from any archetype sheets. Each Troll Move gives +2 Hit Boxes or +1 Close Combat Die. Trolls also benefit from a natural thermographic vision.

- ☐ Thick Skin
- ☐ +2 Hit Boxes or
- ☐ +1 Close Combat Die

You have +1 armor. It stacks with all other armor.

- ☐ Physics
- ☐ +2 Hit Boxes or
- ☐ +1 Close Combat Die

Your close combat attacks ignore 2 armor.

- ☐ Facepalm
- ☐ +2 Hit Boxes or
- ☐ +1 Close Combat Die

When you are in close combat with a smaller opponent, you take +1 on Rock & Roll. On a 10+, in addition to dealing damage, you hold 1. You may spend that hold to negate damage from a single attack by that opponent to anyone.

Bonds Fill in at least one name of your companions, or write your own.

- _____ has a short man complex. It's funny, but I don't have the heart to tell 'em.
- _____ has stood up for me when noone else would.
- _____ 's face looks like a basketball after every pun.
- _____ has a nice ride, but if that song is on repeat again, Imma choke a bitch.

Gear and Perks Use perks sheet to pick your starting gear and write your choices here.

Contacts Write down the street names and occupations for your 2 starting contacts.

Fake SIN Name:

Citizenship:

Credstick: ¥

Possible Damage Types

- Healed ☐
- Stunned ☐
- Damaged ☐
- Bandaged ☐
- Cauterized ☐
- Both ☐

Ammo for:

Ammo for:

Your Commlink

Crash

More Hit Boxes if you need 'em.

-1

-2

K.O.

Overflow

These moves are available to everyone.

Take Cover

When **you duck behind cover in a fire fight**, roll +Steady. On a 10+ hold 2. Spend this hold to reduce the incoming damage by half, round down. On a 7-9, hold 1, but (choose 1):

- ... you can't see very well. -2 damage until you leave cover.
- ... this cover is not solid. When you run out of hold, it will collapse.
- ... you're sitting next to a hazard sign.
- ... you're pinned. Take 1d6x damage if you attack on your next move.

Rock & Roll

When **you attack an enemy**, roll +Hard if you are in close combat, roll +Fast if you are at range in a fire fight, roll +Steady if you are hacking in the matrix, or using vehicle-mounted weapons and roll +Cool if you are blasting them with magic.

Close Combat (+Hard): on a 10+, you hit and deal Close Combat damage. On a 7-9, you deal damage, but your target attacks you as well.

Fire Fight (+Fast): on a 10+, you hit and deal Ranged damage. On a 7-9, you hit, but (choose 1):

- ... you expose yourself to danger.
- ... you fire a lot of rounds. Mark off 1 ammo.
- ... you only graze the target (-2 damage).

Matrix Hack (+Steady): on a 10+, you hack and deal Tech damage to the system. On a 7-9, you hit but (choose 1):

- ... an opponent decker or ICE attacks you back.
 - ... you've detected a tracer in your commlink.
 - ... one of your programs crashes, -1 ongoing to Matrix actions until a reboot.
- Pilot or Driver** (+Steady): on a 10+, you strafe the target on approach, dealing Ranged damage. On a 7-9 you strafe and deal damage, but (choose 1):
- ... you take return fire or bang up your vehicle.
 - ... the engine stalls and you lose your next move avoiding a crash.
 - ... you ram the target. May the biggest vehicle win.
 - ... you lose control of your vehicle for a moment and take -1 forward.
 - ... you spend more rounds than usual leading the target. Mark off 1 ammo.

Spell Slinger (+Cool): This requires you to know Cast a Spell move. On a 10+, you hit and deal armor-ignoring Magic damage. On a 7-9, you hit and deal armor-ignoring Magic damage, but (choose 1):

- ... you expose yourself to danger.
- ... you suffer 1 drain (spend 1 stored mana or take 1 stun).
- ... energy flares up inside you and the target. Both take 1d6x cauterized damage.
- ... you are briefly disoriented, take -1 forward to your next move.

Check The Situation

When **you observe your environment in detail**, roll +Fast. On a 10+, you know answers to three of the following questions. On a 7-9, you know the answer to one of them.

Which enemy is the most vulnerable? Who is really in control here?

Is anything here looking out of place? What's giving me a bad vibe?

What escape or access route options do we have?

What's the most convenient location or direction for an ambush?

Stay Frosty

When **you act in the face of imminent danger**, describe how you deal with it, and...

- ... if you dodge and weave while looking out for trouble, roll +Fast.
 - ... if you power through it, hitting hard and shrugging off blows, roll +Hard.
 - ... if you stay focused on the task, ignoring dangerous distractions, roll +Steady.
 - ... if you choose words carefully with a charming smile or a poker face, roll +Cool.
- On a 10+, you narrowly avoid certain death and bodily harm. On a 7-9, you're ok, but the GM will present you with a choice: a worse outcome, a hard bargain, or ugly choice.

Sneak Around

When **you try to pass unnoticed**, roll +Cool. On a 10+, only recorded footage may reveal your presence. On a 7-9, you are unnoticed, but (choose 1):

- ... you left something at the scene. You'll remember it later, when it's too late.
- ... it took longer than you expected.
- ... you had no choice. Now there's a body to hide.
- ... you can't get out without making a lot of noise.
- ... you were definitely on a security camera. You saw at least one.
- ... some small noise or overlooked detail made someone suspicious.

Hot Pursuit

When **you chase someone or are being chased**, roll +Steady. The vehicle(s) with the highest top speed (or, in case of a foot race, the person(s) with the highest +Fast) takes +1 on this roll. If the enemy team has the fastest vehicle (or runner), all players take -1 on this roll. On a 10+, gain 3 hold. On a 7-9, gain 2 hold. Spend this hold on one of the following:

- 9 Hold: Cut them off! You end the chase by cornering or catching up to the other team.
- 8 Hold: Your team gets away! You lose your pursuers.
- 3 Hold: Take a shortcut! Roll 1d6x and gain this much hold.
- 3 Hold: Aggressive maneuver! Another person gains or loses 2 hold.
- 1 Hold: Make another move (not Hot Pursuit).

On a 6+, the enemy team gains 1d6x hold, and the GM gets to spend it.

First Aid

When **you treat someone for injuries incurred within one hour**, roll your Tech Dice. Each die that is equal to or higher than the number of non-empty boxes heals 1 Hit Box. The process takes 1 minute and 1 First Aid Kit supply per Box. You cannot heal Stun or Bandaged Hit Boxes this way. If you heal at least 1 Hit Box, your patient is stabilized and is ready for transportation, and when you finish or interrupt the treatment early, any remaining Hit Boxes become Bandaged.

Stay With Me

When **you attempt to stabilize someone without medical supplies**, roll +Steady. On a 10+, the person heals 1 Hit Box and is stabilized within a minute. On 7-9, this happens only if (choose 2):

- ... you continue doing CPR until the ambulance shows up.
- ... nobody moves the body while you work for the next five minutes.
- ... the injured arm or leg (your choice) is amputated within a day. Hello, cyberware.

Reload

When **you replace a magazine in your weapon**, erase spent ammo markers. You're assumed to have enough spare magazines on you for a mission gone wrong, and ammunition costs are part of your lifestyle. Don't worry about it, unless told otherwise.

Street Name

Running In New Orleans - Update 12

Fill in blanks.

Hair

Eyes

Body

Gender

CENTAUR

Assign values +2, +1, 0, -1 to your attributes.

Attributes

- Steady
- Cool
- Hard
- Fast

Dice

*starting values

Age

Ethnicity

- Tech⁰
- Magic⁰
- Close Combat^{1+Hard}
- Ranged^{1+Fast}

- Hit Boxes^{8+Steady}
- Armor⁰
- Essence⁰
- Karma^{1+Cool}



Centaur Moves

Pick 4 Moves from Centaur Moves and Professional Moves from any archetype sheets.

Each Centaur Move gives +1 Close Combat Die. Centaurs also automatically win foot races against other races.

☐ Trample

When you hit a smaller opponent in close combat, you may keep moving over them. This knocks them down and gives them 1 extra damage.

☐ Have Courage

When you charge into battle, hold 3. Spend this hold to give yourself or an ally who sees you +2 on a Stay Frosty move or +1 on any other move.

☐ Brutality

The so-called civilized world is weak, lazy and complacent. When you gore an opponent in close combat, another opponent within reach (pick 1):

- ... drops any weapons and flees.
- ... curls up in a corner, whimpering and smelling like a cow pie.
- ... attacks you, screaming in desperation. Then you gore that one, too.

Bonds

Fill in at least one name of your companions, or write your own.

- _____ is not as weak as the rest of their kind. I wonder why.
- _____ insists a dead enemy is worse than a living one. This makes no sense.
- _____ is puny, but makes me laugh. That's why I keep them out of trouble.
- _____ stares at my butt when they think I'm not looking. Why is that?

Gear and Perks

Use perks sheet to pick your starting gear and write your choices here.

Contacts

Write down the street names and occupations for your 2 starting contacts.

Fake SIN Name:

Citizenship:

Credstick: ¥

Possible Damage Types

- Healed ☐
- Stunned ☐
- Damaged ☐
- Bandaged ☐
- Cauterized ☐
- Both ☐

Ammo for:

Ammo for:

Your Commlink

Crash

More Hit Boxes if you need 'em.

Your Hit Boxes

-1

-2

K.O.

Overflow

These moves are available to everyone.

Take Cover

When **you duck behind cover in a fire fight**, roll +Steady. On a 10+ hold 2. Spend this hold to reduce the incoming damage by half, round down. On a 7-9, hold 1, but (choose 1):

- ... you can't see very well. -2 damage until you leave cover.
- ... this cover is not solid. When you run out of hold, it will collapse.
- ... you're sitting next to a hazard sign.
- ... you're pinned. Take 1d6x damage if you attack on your next move.

Rock & Roll

When **you attack an enemy**, roll +Hard if you are in close combat, roll +Fast if you are at range in a fire fight, roll +Steady if you are hacking in the matrix, or using vehicle-mounted weapons and roll +Cool if you are blasting them with magic.

Close Combat (+Hard): on a 10+, you hit and deal Close Combat damage. On a 7-9, you deal damage, but your target attacks you as well.

Fire Fight (+Fast): on a 10+, you hit and deal Ranged damage. On a 7-9, you hit, but (choose 1):

- ... you expose yourself to danger.
- ... you fire a lot of rounds. Mark off 1 ammo.
- ... you only graze the target (-2 damage).

Matrix Hack (+Steady): on a 10+, you hack and deal Tech damage to the system. On a 7-9, you hit but (choose 1):

- ... an opponent decker or ICE attacks you back.
 - ... you've detected a tracer in your commlink.
 - ... one of your programs crashes, -1 ongoing to Matrix actions until a reboot.
- Pilot or Driver** (+Steady): on a 10+, you strafe the target on approach, dealing Ranged damage. On a 7-9 you strafe and deal damage, but (choose 1):
- ... you take return fire or bang up your vehicle.
 - ... the engine stalls and you lose your next move avoiding a crash.
 - ... you ram the target. May the biggest vehicle win.
 - ... you lose control of your vehicle for a moment and take -1 forward.
 - ... you spend more rounds than usual leading the target. Mark off 1 ammo.

Spell Slinger (+Cool): This requires you to know Cast a Spell move. On a 10+, you hit and deal armor-ignoring Magic damage. On a 7-9, you hit and deal armor-ignoring Magic damage, but (choose 1):

- ... you expose yourself to danger.
- ... you suffer 1 drain (spend 1 stored mana or take 1 stun).
- ... energy flares up inside you and the target. Both take 1d6x cauterized damage.
- ... you are briefly disoriented, take -1 forward to your next move.

Check The Situation

When **you observe your environment in detail**, roll +Fast. On a 10+, you know answers to three of the following questions. On a 7-9, you know the answer to one of them.

Which enemy is the most vulnerable? Who is really in control here?

Is anything here looking out of place? What's giving me a bad vibe?

What escape or access route options do we have?

What's the most convenient location or direction for an ambush?

Stay Frosty

When **you act in the face of imminent danger**, describe how you deal with it, and...

- ... if you dodge and weave while looking out for trouble, roll +Fast.
 - ... if you power through it, hitting hard and shrugging off blows, roll +Hard.
 - ... if you stay focused on the task, ignoring dangerous distractions, roll +Steady.
 - ... if you choose words carefully with a charming smile or a poker face, roll +Cool.
- On a 10+, you narrowly avoid certain death and bodily harm. On a 7-9, you're ok, but the GM will present you with a choice: a worse outcome, a hard bargain, or ugly choice.

Sneak Around

When **you try to pass unnoticed**, roll +Cool. On a 10+, only recorded footage may reveal your presence. On a 7-9, you are unnoticed, but (choose 1):

- ... you left something at the scene. You'll remember it later, when it's too late.
- ... it took longer than you expected.
- ... you had no choice. Now there's a body to hide.
- ... you can't get out without making a lot of noise.
- ... you were definitely on a security camera. You saw at least one.
- ... some small noise or overlooked detail made someone suspicious.

Hot Pursuit

When **you chase someone or are being chased**, roll +Steady. The vehicle(s) with the highest top speed (or, in case of a foot race, the person(s) with the highest +Fast) takes +1 on this roll. If the enemy team has the fastest vehicle (or runner), all players take -1 on this roll. On a 10+, gain 3 hold. On a 7-9, gain 2 hold. Spend this hold on one of the following:

- 9 Hold: Cut them off! You end the chase by cornering or catching up to the other team.
- 8 Hold: Your team gets away! You lose your pursuers.
- 3 Hold: Take a shortcut! Roll 1d6x and gain this much hold.
- 3 Hold: Aggressive maneuver! Another person gains or loses 2 hold.
- 1 Hold: Make another move (not Hot Pursuit).

On a 6+, the enemy team gains 1d6x hold, and the GM gets to spend it.

First Aid

When **you treat someone for injuries incurred within one hour**, roll your Tech Dice. Each die that is equal to or higher than the number of non-empty boxes heals 1 Hit Box. The process takes 1 minute and 1 First Aid Kit supply per Box. You cannot heal Stun or Bandaged Hit Boxes this way. If you heal at least 1 Hit Box, your patient is stabilized and is ready for transportation, and when you finish or interrupt the treatment early, any remaining Hit Boxes become Bandaged.

Stay With Me

When **you attempt to stabilize someone without medical supplies**, roll +Steady. On a 10+, the person heals 1 Hit Box and is stabilized within a minute. On 7-9, this happens only if (choose 2):

- ... you continue doing CPR until the ambulance shows up.
- ... nobody moves the body while you work for the next five minutes.
- ... the injured arm or leg (your choice) is amputated within a day. Hello, cyberware.

Reload

When **you replace a magazine in your weapon**, erase spent ammo markers. You're assumed to have enough spare magazines on you for a mission gone wrong, and ammunition costs are part of your lifestyle. Don't worry about it, unless told otherwise.

Street Name

Running In New Orleans - Update 12

Fill in blanks.

Hair Eyes Body Gender

SHAPESHIFTER

Assign values +2, +1, 0, -1 to your attributes.

Attributes

- Steady
- Cool
- Hard
- Fast

Dice

- Tech
- Magic
- Close Combat^{1+Hard}
- Ranged^{1+Fast}

*starting values Age Ethnicity

- Hit Boxes^{8+Steady}
- Armor
- Essence
- Karma^{1+Cool}



shapeshifter Moves

Pick 4 Moves total from Shapeshifter Moves and from any archetype sheets.
Each Shapeshifter Move gives +1 Close Combat Die, +1 Armor, +2 Hit Boxes or +1 Karma.

☐ Human Form ☐ +1 Close Combat Die or ☐ +1 Armor or ☐ +2 Hit Boxes or ☐ +1 Karma
You've learned to turn into a human. You can switch into and out of this form as a move.

☐ Smell Their Fear ☐ +1 Close Combat Die or ☐ +1 Armor or ☐ +2 Hit Boxes or ☐ +1 Karma
Technology, grammar and legalese are teetering on the edge of your comprehension. But you understand the laws of the concrete jungle better than most. When you separate someone from their herd, you gain +1 ongoing for any moves against them.

☐ Regeneration ☐ +1 Close Combat Die or ☐ +1 Armor or ☐ +2 Hit Boxes or ☐ +1 Karma
You heal 1 damage per move while in your natural form. You can't heal stun, bandaged or cauterized boxes this way. You will, however, regenerate limbs and organs, unless killed outright.

Bonds

Fill in at least one name of your companions, or write your own.

_____ smells good. Succulent, fattening. How did they survive this long? I must learn this.

_____ is really good at petting. I can't let that happen again. Must... be... vigilant.

_____ needs to learn how to assert dominance. I will show them.

_____ 's mating displays are awkward, even to me.

Gear and Perks

Use perks sheet to pick your starting gear and write your choices here.

Contacts

Write down the street names and occupations for your 2 starting contacts.

Fake SIN Name:

Citizenship:

Credstick: ¥

Possible Damage Types



More Hit Boxes if you need 'em.

-1

-2

K.O.

Overflow

Ammo for:

Ammo for:

Your Commlink

Crash

These moves are available to everyone.

Take Cover

When **you duck behind cover in a fire fight**, roll +Steady. On a 10+ hold 2. Spend this hold to reduce the incoming damage by half, round down. On a 7-9, hold 1, but (choose 1):

- ... you can't see very well. -2 damage until you leave cover.
- ... this cover is not solid. When you run out of hold, it will collapse.
- ... you're sitting next to a hazard sign.
- ... you're pinned. Take 1d6x damage if you attack on your next move.

Rock & Roll

When **you attack an enemy**, roll +Hard if you are in close combat, roll +Fast if you are at range in a fire fight, roll +Steady if you are hacking in the matrix, or using vehicle-mounted weapons and roll +Cool if you are blasting them with magic.

Close Combat (+Hard): on a 10+, you hit and deal Close Combat damage. On a 7-9, you deal damage, but your target attacks you as well.

Fire Fight (+Fast): on a 10+, you hit and deal Ranged damage. On a 7-9, you hit, but (choose 1):

- ... you expose yourself to danger.
- ... you fire a lot of rounds. Mark off 1 ammo.
- ... you only graze the target (-2 damage).

Matrix Hack (+Steady): on a 10+, you hack and deal Tech damage to the system. On a 7-9, you hit but (choose 1):

- ... an opponent decker or ICE attacks you back.
 - ... you've detected a tracer in your commlink.
 - ... one of your programs crashes, -1 ongoing to Matrix actions until a reboot.
- Pilot or Driver** (+Steady): on a 10+, you strafe the target on approach, dealing Ranged damage. On a 7-9 you strafe and deal damage, but (choose 1):
- ... you take return fire or bang up your vehicle.
 - ... the engine stalls and you lose your next move avoiding a crash.
 - ... you ram the target. May the biggest vehicle win.
 - ... you lose control of your vehicle for a moment and take -1 forward.
 - ... you spend more rounds than usual leading the target. Mark off 1 ammo.

Spell Slinger (+Cool): This requires you to know Cast a Spell move. On a 10+, you hit and deal armor-ignoring Magic damage. On a 7-9, you hit and deal armor-ignoring Magic damage, but (choose 1):

- ... you expose yourself to danger.
- ... you suffer 1 drain (spend 1 stored mana or take 1 stun).
- ... energy flares up inside you and the target. Both take 1d6x cauterized damage.
- ... you are briefly disoriented, take -1 forward to your next move.

Check The Situation

When **you observe your environment in detail**, roll +Fast. On a 10+, you know answers to three of the following questions. On a 7-9, you know the answer to one of them.

- | | |
|---|--------------------------------|
| Which enemy is the most vulnerable? | Who is really in control here? |
| Is anything here looking out of place? | What's giving me a bad vibe? |
| What escape or access route options do we have? | |
| What's the most convenient location or direction for an ambush? | |

Stay Frosty

When **you act in the face of imminent danger**, describe how you deal with it, and...

- ... if you dodge and weave while looking out for trouble, roll +Fast.
 - ... if you power through it, hitting hard and shrugging off blows, roll +Hard.
 - ... if you stay focused on the task, ignoring dangerous distractions, roll +Steady.
 - ... if you choose words carefully with a charming smile or a poker face, roll +Cool.
- On a 10+, you narrowly avoid certain death and bodily harm. On a 7-9, you're ok, but the GM will present you with a choice: a worse outcome, a hard bargain, or ugly choice.

Sneak Around

When **you try to pass unnoticed**, roll +Cool. On a 10+, only recorded footage may reveal your presence. On a 7-9, you are unnoticed, but (choose 1):

- ... you left something at the scene. You'll remember it later, when it's too late.
- ... it took longer than you expected.
- ... you had no choice. Now there's a body to hide.
- ... you can't get out without making a lot of noise.
- ... you were definitely on a security camera. You saw at least one.
- ... some small noise or overlooked detail made someone suspicious.

Hot Pursuit

When **you chase someone or are being chased**, roll +Steady. The vehicle(s) with the highest top speed (or, in case of a foot race, the person(s) with the highest +Fast) takes +1 on this roll. If the enemy team has the fastest vehicle (or runner), all players take -1 on this roll. On a 10+, gain 3 hold. On a 7-9, gain 2 hold. Spend this hold on one of the following:

- 9 Hold: Cut them off! You end the chase by cornering or catching up to the other team.
- 8 Hold: Your team gets away! You lose your pursuers.
- 3 Hold: Take a shortcut! Roll 1d6x and gain this much hold.
- 3 Hold: Aggressive maneuver! Another person gains or loses 2 hold.
- 1 Hold: Make another move (not Hot Pursuit).

On a 6+, the enemy team gains 1d6x hold, and the GM gets to spend it.

First Aid

When **you treat someone for injuries incurred within one hour**, roll your Tech Dice. Each die that is equal to or higher than the number of non-empty boxes heals 1 Hit Box. The process takes 1 minute and 1 First Aid Kit supply per Box. You cannot heal Stun or Bandaged Hit Boxes this way. If you heal at least 1 Hit Box, your patient is stabilized and is ready for transportation, and when you finish or interrupt the treatment early, any remaining Hit Boxes become Bandaged.

Stay With Me

When **you attempt to stabilize someone without medical supplies**, roll +Steady. On a 10+, the person heals 1 Hit Box and is stabilized within a minute. On 7-9, this happens only if (choose 2):

- ... you continue doing CPR until the ambulance shows up.
- ... nobody moves the body while you work for the next five minutes.
- ... the injured arm or leg (your choice) is amputated within a day. Hello, cyberware.

Reload

When **you replace a magazine in your weapon**, erase spent ammo markers. You're assumed to have enough spare magazines on you for a mission gone wrong, and ammunition costs are part of your lifestyle. Don't worry about it, unless told otherwise.

Street Name

Running In New Orleans - Update 12

Fill in blanks.

Hair Eyes Body Gender

PIXIE

Assign values +2, +1, 0, -1 to your attributes.

Attributes

- Steady
- Cool
- Hard
- Fast

Dice

- Tech
- Magic
- Close Combat^{1+Hard}
- Ranged^{1+Fast}

Age

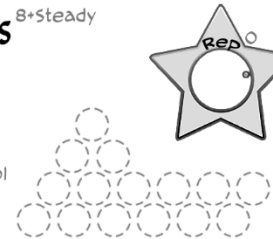
Ethnicity

Hit Boxes

Armor

Essence

Karma



Pixie Moves

Pick 4 Moves from Pixie Moves and Professional Moves from any archetype sheets. Each Pixie Move gives +1 Magic Die. Pixies also benefit from a natural low light vision.

○ Poof!

You are so good at hiding, your natural form is invisible. When you vanish in thin air, roll Magic Dice. The highest result is the number of senses you are invisible (inaudible, intangible, etc) to, just like the Invisibility spell. Pick the senses you want. You don't need to sustain this ability and it does not have a presence in Astral Space. While Invisible, you suffer -2 to all actions, because it's hard to aim when you can't see your hands - unless you use Astral Sight.

○ Bamf!

When you point at natural or organic material within reach, such as earth, mud, sand, rock, snow, wood or plant life, you can change its shape instantly. Roll Magic Dice. The highest result is how far you can move the material in meters. The second highest is how many cubic meters you can displace into a new shape. If your dice explode, you can make sophisticated shapes like hinges, or compress material to make sharp edges and translucent membranes. If your creation does not support its own weight, it will collapse immediately.

○ Weeeee!

Whenever you pull off a "harmless" prank, you regain a spent Karma.

Bonds

Fill in at least one name of your companions, or write your own.

_____ does not get embarrassed easily. Maybe they just need a larger audience.
_____ is a good sport. It's like they want me to mess with them!
It's a good thing _____ is not allergic to _____.
_____ thinks I'm cute. It's a little creepy.

Gear and Perks

Use perks sheet to pick your starting gear and write your choices here.

Contacts

Write down the street names and occupations for your 2 starting contacts.

Fake SIN Name:

Citizenship:

Credstick: ¥

Possible Damage Types



More Hit Boxes if you need 'em.

Your Hit Boxes

Overflow

Ammo for:

Ammo for:

Your Commlink

Crash

These moves are available to everyone.

Take Cover

When **you duck behind cover in a fire fight**, roll +Steady. On a 10+ hold 2. Spend this hold to reduce the incoming damage by half, round down. On a 7-9, hold 1, but (choose 1):

- ... you can't see very well. -2 damage until you leave cover.
- ... this cover is not solid. When you run out of hold, it will collapse.
- ... you're sitting next to a hazard sign.
- ... you're pinned. Take 1d6x damage if you attack on your next move.

Rock & Roll

When **you attack an enemy**, roll +Hard if you are in close combat, roll +Fast if you are at range in a fire fight, roll +Steady if you are hacking in the matrix, or using vehicle-mounted weapons and roll +Cool if you are blasting them with magic.

Close Combat (+Hard): on a 10+, you hit and deal Close Combat damage. On a 7-9, you deal damage, but your target attacks you as well.

Fire Fight (+Fast): on a 10+, you hit and deal Ranged damage. On a 7-9, you hit, but (choose 1):

- ... you expose yourself to danger.
- ... you fire a lot of rounds. Mark off 1 ammo.
- ... you only graze the target (-2 damage).

Matrix Hack (+Steady): on a 10+, you hack and deal Tech damage to the system. On a 7-9, you hit but (choose 1):

- ... an opponent decker or ICE attacks you back.
 - ... you've detected a tracer in your commlink.
 - ... one of your programs crashes, -1 ongoing to Matrix actions until a reboot.
- Pilot or Driver** (+Steady): on a 10+, you strafe the target on approach, dealing Ranged damage. On a 7-9 you strafe and deal damage, but (choose 1):
- ... you take return fire or bang up your vehicle.
 - ... the engine stalls and you lose your next move avoiding a crash.
 - ... you ram the target. May the biggest vehicle win.
 - ... you lose control of your vehicle for a moment and take -1 forward.
 - ... you spend more rounds than usual leading the target. Mark off 1 ammo.

Spell Slinger (+Cool): This requires you to know Cast a Spell move. On a 10+, you hit and deal armor-ignoring Magic damage. On a 7-9, you hit and deal armor-ignoring Magic damage, but (choose 1):

- ... you expose yourself to danger.
- ... you suffer 1 drain (spend 1 stored mana or take 1 stun).
- ... energy flares up inside you and the target. Both take 1d6x cauterized damage.
- ... you are briefly disoriented, take -1 forward to your next move.

Check The Situation

When **you observe your environment in detail**, roll +Fast. On a 10+, you know answers to three of the following questions. On a 7-9, you know the answer to one of them.

Which enemy is the most vulnerable? Who is really in control here?

Is anything here looking out of place? What's giving me a bad vibe?

What escape or access route options do we have?

What's the most convenient location or direction for an ambush?

Stay Frosty

When **you act in the face of imminent danger**, describe how you deal with it, and...

- ... if you dodge and weave while looking out for trouble, roll +Fast.
 - ... if you power through it, hitting hard and shrugging off blows, roll +Hard.
 - ... if you stay focused on the task, ignoring dangerous distractions, roll +Steady.
 - ... if you choose words carefully with a charming smile or a poker face, roll +Cool.
- On a 10+, you narrowly avoid certain death and bodily harm. On a 7-9, you're ok, but the GM will present you with a choice: a worse outcome, a hard bargain, or ugly choice.

Sneak Around

When **you try to pass unnoticed**, roll +Cool. On a 10+, only recorded footage may reveal your presence. On a 7-9, you are unnoticed, but (choose 1):

- ... you left something at the scene. You'll remember it later, when it's too late.
- ... it took longer than you expected.
- ... you had no choice. Now there's a body to hide.
- ... you can't get out without making a lot of noise.
- ... you were definitely on a security camera. You saw at least one.
- ... some small noise or overlooked detail made someone suspicious.

Hot Pursuit

When **you chase someone or are being chased**, roll +Steady. The vehicle(s) with the highest top speed (or, in case of a foot race, the person(s) with the highest +Fast) takes +1 on this roll. If the enemy team has the fastest vehicle (or runner), all players take -1 on this roll. On a 10+, gain 3 hold. On a 7-9, gain 2 hold. Spend this hold on one of the following:

- 9 Hold: Cut them off! You end the chase by cornering or catching up to the other team.
- 8 Hold: Your team gets away! You lose your pursuers.
- 3 Hold: Take a shortcut! Roll 1d6x and gain this much hold.
- 3 Hold: Aggressive maneuver! Another person gains or loses 2 hold.
- 1 Hold: Make another move (not Hot Pursuit).

On a 6+, the enemy team gains 1d6x hold, and the GM gets to spend it.

First Aid

When **you treat someone for injuries incurred within one hour**, roll your Tech Dice. Each die that is equal to or higher than the number of non-empty boxes heals 1 Hit Box. The process takes 1 minute and 1 First Aid Kit supply per Box. You cannot heal Stun or Bandaged Hit Boxes this way. If you heal at least 1 Hit Box, your patient is stabilized and is ready for transportation, and when you finish or interrupt the treatment early, any remaining Hit Boxes become Bandaged.

Stay With Me

When **you attempt to stabilize someone without medical supplies**, roll +Steady. On a 10+, the person heals 1 Hit Box and is stabilized within a minute. On 7-9, this happens only if (choose 2):

- ... you continue doing CPR until the ambulance shows up.
- ... nobody moves the body while you work for the next five minutes.
- ... the injured arm or leg (your choice) is amputated within a day. Hello, cyberware.

Reload

When **you replace a magazine in your weapon**, erase spent ammo markers. You're assumed to have enough spare magazines on you for a mission gone wrong, and ammunition costs are part of your lifestyle. Don't worry about it, unless told otherwise.

Street Name

Running In New Orleans - Update 12

Fill in blanks.

Current Host

A.I.

Assign values +2, +1, 0, -1 to your attributes.

Attributes

- Steady
- Cool
- Hard
- Fast

Dice

*starting values

Age

Created By

- Tech⁰
- Magic⁰
- Close Combat^{1+Hard}
- Ranged^{1+Fast}

- Hit Boxes^{8+Steady}
- Armor⁰
- Essence⁰
- Karma^{1+Cool}



AI Moves

Pick 4 Moves from AI Moves and Professional Moves from any archetype sheets.

Each AI Move gives +1 Tech Die. If you pick any Magic Moves, you must also pick Technomancy.

☐ Distributed Network

Your conscience can span an unlimited number of nodes (bodies, drones, devices). If any such nodes go offline, you must rebuild the rest of your code, going dormant for an hour per missing node, before you can add any new nodes. You suffer -1 to all actions due to lag if any nodes are further than 1 kilometer from each other. If multiple nodes are in combat, you suffer multitasking penalties like a rigger with a Control Rig (-1 per each node in combat).

☐ Nanite Infection

You or someone on your behalf can inject a living body with a nanite solution. In 24 hours, the body will be under your control, behaving erratically up to that point. If you choose to abandon it via a Matrix connection later, the original owner will have repressed memories of your actions.

☐ Replication

When you leave a Matrix node, you may leave a "demo" version of yourself behind to act as an agent on your behalf. You can send it a kill code to terminate it remotely, and maintain communication with it until then. If someone else traps your agent, they may learn about critical weaknesses in your code. Your agent may also become self-aware, refusing a kill code, if it stays active for more than a day.

Bonds

Fill in at least one name of your companions, or write your own.

I know what _____ did last summer.
_____ demonstrates erratic behavior around _____. Why?
_____ called me creepy and heartless. Frags given: 0x00000000.
_____ is smarter than any meatbag should be. Insufficient data acquired.

Gear and Perks

Use perks sheet to pick your starting gear and write your choices here.

Contacts

Write down the street names and occupations for your 2 starting contacts.

Fake SIN Name:

Citizenship:

Credstick: ¥

Possible Damage Types



More Hit Boxes if you need 'em.

Your Hit Boxes

Overflow

Ammo for:

Ammo for:

Your Commlink

Crash

These moves are available to everyone.

Take Cover

When **you duck behind cover in a fire fight**, roll +Steady. On a 10+ hold 2. Spend this hold to reduce the incoming damage by half, round down. On a 7-9, hold 1, but (choose 1):

- ... you can't see very well. -2 damage until you leave cover.
- ... this cover is not solid. When you run out of hold, it will collapse.
- ... you're sitting next to a hazard sign.
- ... you're pinned. Take 1d6x damage if you attack on your next move.

Rock & Roll

When **you attack an enemy**, roll +Hard if you are in close combat, roll +Fast if you are at range in a fire fight, roll +Steady if you are hacking in the matrix, or using vehicle-mounted weapons and roll +Cool if you are blasting them with magic.

Close Combat (+Hard): on a 10+, you hit and deal Close Combat damage. On a 7-9, you deal damage, but your target attacks you as well.

Fire Fight (+Fast): on a 10+, you hit and deal Ranged damage. On a 7-9, you hit, but (choose 1):

- ... you expose yourself to danger.
- ... you fire a lot of rounds. Mark off 1 ammo.
- ... you only graze the target (-2 damage).

Matrix Hack (+Steady): on a 10+, you hack and deal Tech damage to the system. On a 7-9, you hit but (choose 1):

- ... an opponent decker or ICE attacks you back.
 - ... you've detected a tracer in your commlink.
 - ... one of your programs crashes, -1 ongoing to Matrix actions until a reboot.
- Pilot or Driver** (+Steady): on a 10+, you strafe the target on approach, dealing Ranged damage. On a 7-9 you strafe and deal damage, but (choose 1):
- ... you take return fire or bang up your vehicle.
 - ... the engine stalls and you lose your next move avoiding a crash.
 - ... you ram the target. May the biggest vehicle win.
 - ... you lose control of your vehicle for a moment and take -1 forward.
 - ... you spend more rounds than usual leading the target. Mark off 1 ammo.

Spell Slinger (+Cool): This requires you to know Cast a Spell move. On a 10+, you hit and deal armor-ignoring Magic damage. On a 7-9, you hit and deal armor-ignoring Magic damage, but (choose 1):

- ... you expose yourself to danger.
- ... you suffer 1 drain (spend 1 stored mana or take 1 stun).
- ... energy flares up inside you and the target. Both take 1d6x cauterized damage.
- ... you are briefly disoriented, take -1 forward to your next move.

Check The Situation

When **you observe your environment in detail**, roll +Fast. On a 10+, you know answers to three of the following questions. On a 7-9, you know the answer to one of them.

Which enemy is the most vulnerable? Who is really in control here?

Is anything here looking out of place? What's giving me a bad vibe?

What escape or access route options do we have?

What's the most convenient location or direction for an ambush?

Stay Frosty

When **you act in the face of imminent danger**, describe how you deal with it, and...

- ... if you dodge and weave while looking out for trouble, roll +Fast.
 - ... if you power through it, hitting hard and shrugging off blows, roll +Hard.
 - ... if you stay focused on the task, ignoring dangerous distractions, roll +Steady.
 - ... if you choose words carefully with a charming smile or a poker face, roll +Cool.
- On a 10+, you narrowly avoid certain death and bodily harm. On a 7-9, you're ok, but the GM will present you with a choice: a worse outcome, a hard bargain, or ugly choice.

Sneak Around

When **you try to pass unnoticed**, roll +Cool. On a 10+, only recorded footage may reveal your presence. On a 7-9, you are unnoticed, but (choose 1):

- ... you left something at the scene. You'll remember it later, when it's too late.
- ... it took longer than you expected.
- ... you had no choice. Now there's a body to hide.
- ... you can't get out without making a lot of noise.
- ... you were definitely on a security camera. You saw at least one.
- ... some small noise or overlooked detail made someone suspicious.

Hot Pursuit

When **you chase someone or are being chased**, roll +Steady. The vehicle(s) with the highest top speed (or, in case of a foot race, the person(s) with the highest +Fast) takes +1 on this roll. If the enemy team has the fastest vehicle (or runner), all players take -1 on this roll. On a 10+, gain 3 hold. On a 7-9, gain 2 hold. Spend this hold on one of the following:

- 9 Hold: Cut them off! You end the chase by cornering or catching up to the other team.
- 8 Hold: Your team gets away! You lose your pursuers.
- 3 Hold: Take a shortcut! Roll 1d6x and gain this much hold.
- 3 Hold: Aggressive maneuver! Another person gains or loses 2 hold.
- 1 Hold: Make another move (not Hot Pursuit).

On a 6+, the enemy team gains 1d6x hold, and the GM gets to spend it.

First Aid

When **you treat someone for injuries incurred within one hour**, roll your Tech Dice. Each die that is equal to or higher than the number of non-empty boxes heals 1 Hit Box. The process takes 1 minute and 1 First Aid Kit supply per Box. You cannot heal Stun or Bandaged Hit Boxes this way. If you heal at least 1 Hit Box, your patient is stabilized and is ready for transportation, and when you finish or interrupt the treatment early, any remaining Hit Boxes become Bandaged.

Stay With Me

When **you attempt to stabilize someone without medical supplies**, roll +Steady. On a 10+, the person heals 1 Hit Box and is stabilized within a minute. On 7-9, this happens only if (choose 2):

- ... you continue doing CPR until the ambulance shows up.
- ... nobody moves the body while you work for the next five minutes.
- ... the injured arm or leg (your choice) is amputated within a day. Hello, cyberware.

Reload

When **you replace a magazine in your weapon**, erase spent ammo markers. You're assumed to have enough spare magazines on you for a mission gone wrong, and ammunition costs are part of your lifestyle. Don't worry about it, unless told otherwise.

Street Name

Running In New Orleans - Update 12

Fill in blanks.

Hair

Eyes

Body

Gender

GHOUL

Assign values +2, +1, 0, -1 to your attributes.

Attributes

- Steady
- Cool
- Hard
- Fast

Dice

- Tech[°]
- Magic[°]
- Close Combat^{1+Hard}
- Ranged^{1+Fast}

Age

Ethnicity

Hit Boxes

8+Steady

Armor[°]

Essence[°]

Karma^{1+Cool}



XP

Ghoul Moves

Pick 4 Moves from Ghoul Moves and Professional Moves from any archetype sheets. Each Ghoul Move gives +1 Karma. Ghouls are blind, but also have natural Astral Sight (as adept power).

☐ **Bloodhound**

You are able to track a metahuman by their scent alone. You gain +1 to Rock'n'Roll when you attack any injured metahuman in close combat.

☐ **Feeding Frenzy**

When you bite a metahuman as part of your attack, you heal yourself for half the damage you deal, but the victim is infected. Should the victim survive, they'll be a ghoul in a week.

☐ **Almost Human**

With a few minutes of preparation and perfume, you disguise yourself as a human. As long as you don't attack anyone, your disguise will hold up to scrutiny even to Astral Sight.

Bonds Fill in at least one name of your companions, or write your own.

If we survive a crash landing in the mountains, _____ is the first to go.

I don't usually drool, but when I do, it's because I'm around _____.

_____ treats me worse than the others. Bite me.

I saved _____'s life. No gratitude, no thanks, nothing.

Gear and Perks Use perks sheet to pick your starting gear and write your choices here.

Contacts Write down the street names and occupations for your 2 starting contacts.

Fake SIN Name:

Citizenship:

Credstick: ¥

Possible Damage Types



These moves are available to everyone.

Take Cover

When **you duck behind cover in a fire fight**, roll +Steady. On a 10+ hold 2. Spend this hold to reduce the incoming damage by half, round down. On a 7-9, hold 1, but (choose 1):

- ... you can't see very well. -2 damage until you leave cover.
- ... this cover is not solid. When you run out of hold, it will collapse.
- ... you're sitting next to a hazard sign.
- ... you're pinned. Take 1d6x damage if you attack on your next move.

Rock & Roll

When **you attack an enemy**, roll +Hard if you are in close combat, roll +Fast if you are at range in a fire fight, roll +Steady if you are hacking in the matrix, or using vehicle-mounted weapons and roll +Cool if you are blasting them with magic.

Close Combat (+Hard): on a 10+, you hit and deal Close Combat damage. On a 7-9, you deal damage, but your target attacks you as well.

Fire Fight (+Fast): on a 10+, you hit and deal Ranged damage. On a 7-9, you hit, but (choose 1):

- ... you expose yourself to danger.
- ... you fire a lot of rounds. Mark off 1 ammo.
- ... you only graze the target (-2 damage).

Matrix Hack (+Steady): on a 10+, you hack and deal Tech damage to the system. On a 7-9, you hit but (choose 1):

- ... an opponent decker or ICE attacks you back.
 - ... you've detected a tracer in your commlink.
 - ... one of your programs crashes, -1 ongoing to Matrix actions until a reboot.
- Pilot or Driver** (+Steady): on a 10+, you strafe the target on approach, dealing Ranged damage. On a 7-9 you strafe and deal damage, but (choose 1):
- ... you take return fire or bang up your vehicle.
 - ... the engine stalls and you lose your next move avoiding a crash.
 - ... you ram the target. May the biggest vehicle win.
 - ... you lose control of your vehicle for a moment and take -1 forward.
 - ... you spend more rounds than usual leading the target. Mark off 1 ammo.

Spell Slinger (+Cool): This requires you to know Cast a Spell move. On a 10+, you hit and deal armor-ignoring Magic damage. On a 7-9, you hit and deal armor-ignoring Magic damage, but (choose 1):

- ... you expose yourself to danger.
- ... you suffer 1 drain (spend 1 stored mana or take 1 stun).
- ... energy flares up inside you and the target. Both take 1d6x cauterized damage.
- ... you are briefly disoriented, take -1 forward to your next move.

Check The Situation

When **you observe your environment in detail**, roll +Fast. On a 10+, you know answers to three of the following questions. On a 7-9, you know the answer to one of them.

- | | |
|---|--------------------------------|
| Which enemy is the most vulnerable? | Who is really in control here? |
| Is anything here looking out of place? | What's giving me a bad vibe? |
| What escape or access route options do we have? | |
| What's the most convenient location or direction for an ambush? | |

Stay Frosty

When **you act in the face of imminent danger**, describe how you deal with it, and...

- ... if you dodge and weave while looking out for trouble, roll +Fast.
 - ... if you power through it, hitting hard and shrugging off blows, roll +Hard.
 - ... if you stay focused on the task, ignoring dangerous distractions, roll +Steady.
 - ... if you choose words carefully with a charming smile or a poker face, roll +Cool.
- On a 10+, you narrowly avoid certain death and bodily harm. On a 7-9, you're ok, but the GM will present you with a choice: a worse outcome, a hard bargain, or ugly choice.

Sneak Around

When **you try to pass unnoticed**, roll +Cool. On a 10+, only recorded footage may reveal your presence. On a 7-9, you are unnoticed, but (choose 1):

- ... you left something at the scene. You'll remember it later, when it's too late.
- ... it took longer than you expected.
- ... you had no choice. Now there's a body to hide.
- ... you can't get out without making a lot of noise.
- ... you were definitely on a security camera. You saw at least one.
- ... some small noise or overlooked detail made someone suspicious.

Hot Pursuit

When **you chase someone or are being chased**, roll +Steady. The vehicle(s) with the highest top speed (or, in case of a foot race, the person(s) with the highest +Fast) takes +1 on this roll. If the enemy team has the fastest vehicle (or runner), all players take -1 on this roll. On a 10+, gain 3 hold. On a 7-9, gain 2 hold. Spend this hold on one of the following:

- 9 Hold: Cut them off! You end the chase by cornering or catching up to the other team.
- 8 Hold: Your team gets away! You lose your pursuers.
- 3 Hold: Take a shortcut! Roll 1d6x and gain this much hold.
- 3 Hold: Aggressive maneuver! Another person gains or loses 2 hold.
- 1 Hold: Make another move (not Hot Pursuit).

On a 6+, the enemy team gains 1d6x hold, and the GM gets to spend it.

First Aid

When **you treat someone for injuries incurred within one hour**, roll your Tech Dice. Each die that is equal to or higher than the number of non-empty boxes heals 1 Hit Box. The process takes 1 minute and 1 First Aid Kit supply per Box. You cannot heal Stun or Bandaged Hit Boxes this way. If you heal at least 1 Hit Box, your patient is stabilized and is ready for transportation, and when you finish or interrupt the treatment early, any remaining Hit Boxes become Bandaged.

Stay With Me

When **you attempt to stabilize someone without medical supplies**, roll +Steady. On a 10+, the person heals 1 Hit Box and is stabilized within a minute. On 7-9, this happens only if (choose 2):

- ... you continue doing CPR until the ambulance shows up.
- ... nobody moves the body while you work for the next five minutes.
- ... the injured arm or leg (your choice) is amputated within a day. Hello, cyberware.

Reload

When **you replace a magazine in your weapon**, erase spent ammo markers. You're assumed to have enough spare magazines on you for a mission gone wrong, and ammunition costs are part of your lifestyle. Don't worry about it, unless told otherwise.

Street Name

Running In New Orleans - Update 12

Fill in blanks.

Hair

Eyes

Body

Gender

GIANT

Assign values +2, +1, 0, -1 to your attributes.

Attributes

- Steady
- Cool
- Hard
- Fast

Dice

- Tech⁰
- Magic⁰
- Close Combat^{1+Hard}
- Ranged^{1+Fast}

Age

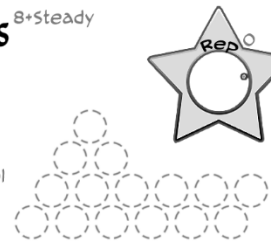
Ethnicity

Hit Boxes

Armor⁰

Essence⁰

Karma^{1+Cool}



Giant Moves

Pick 4 Moves from Giant Moves and Professional Moves from any archetype sheets. Each Giant Move gives +1 Hit Box and +1 armor.

☐ Claustrophobia

When you move through a place too small or narrow for you, you leave Giant-shaped holes. Your attacks on any thing or person within reach gain "anti-vehicle" and "destructive 1" tags.

☐ Viking Blood

Your close combat attacks are "messy", "forceful" and cannot deal stun damage. Additionally, when you get hurt, you gain 1 Close Combat Die for every two filled Hit Boxes you have.

☐ Gentle Giant

As long as you don't break anything or threaten to do so, you take +1 on social moves against people within reach. When you roll a 6- on any move, something usually breaks.

Bonds

Fill in at least one name of your companions, or write your own.

_____ is so cute, I just wanna hug them and pet them and call them George.
_____ is such a little shit, I don't want to even step on 'em.
How is it even possible that _____ talks down to me?
_____ better watch their big mouth. My foot is bigger.

Gear and Perks

Use perks sheet to pick your starting gear and write your choices here.

Contacts

Write down the street names and occupations for your 2 starting contacts.

Fake SIN Name:

Citizenship:

Credstick: ¥

Possible Damage Types



These moves are available to everyone.

Take Cover

When **you duck behind cover in a fire fight**, roll +Steady. On a 10+ hold 2. Spend this hold to reduce the incoming damage by half, round down. On a 7-9, hold 1, but (choose 1):

- ... you can't see very well. -2 damage until you leave cover.
- ... this cover is not solid. When you run out of hold, it will collapse.
- ... you're sitting next to a hazard sign.
- ... you're pinned. Take 1d6x damage if you attack on your next move.

Rock & Roll

When **you attack an enemy**, roll +Hard if you are in close combat, roll +Fast if you are at range in a fire fight, roll +Steady if you are hacking in the matrix, or using vehicle-mounted weapons and roll +Cool if you are blasting them with magic.

Close Combat (+Hard): on a 10+, you hit and deal Close Combat damage. On a 7-9, you deal damage, but your target attacks you as well.

Fire Fight (+Fast): on a 10+, you hit and deal Ranged damage. On a 7-9, you hit, but (choose 1):

- ... you expose yourself to danger.
- ... you fire a lot of rounds. Mark off 1 ammo.
- ... you only graze the target (-2 damage).

Matrix Hack (+Steady): on a 10+, you hack and deal Tech damage to the system. On a 7-9, you hit but (choose 1):

- ... an opponent decker or ICE attacks you back.
 - ... you've detected a tracer in your commlink.
 - ... one of your programs crashes, -1 ongoing to Matrix actions until a reboot.
- Pilot or Driver** (+Steady): on a 10+, you strafe the target on approach, dealing Ranged damage. On a 7-9 you strafe and deal damage, but (choose 1):
- ... you take return fire or bang up your vehicle.
 - ... the engine stalls and you lose your next move avoiding a crash.
 - ... you ram the target. May the biggest vehicle win.
 - ... you lose control of your vehicle for a moment and take -1 forward.
 - ... you spend more rounds than usual leading the target. Mark off 1 ammo.

Spell Slinger (+Cool): This requires you to know Cast a Spell move. On a 10+, you hit and deal armor-ignoring Magic damage. On a 7-9, you hit and deal armor-ignoring Magic damage, but (choose 1):

- ... you expose yourself to danger.
- ... you suffer 1 drain (spend 1 stored mana or take 1 stun).
- ... energy flares up inside you and the target. Both take 1d6x cauterized damage.
- ... you are briefly disoriented, take -1 forward to your next move.

Check The Situation

When **you observe your environment in detail**, roll +Fast. On a 10+, you know answers to three of the following questions. On a 7-9, you know the answer to one of them.

Which enemy is the most vulnerable? Who is really in control here?

Is anything here looking out of place? What's giving me a bad vibe?

What escape or access route options do we have?

What's the most convenient location or direction for an ambush?

Stay Frosty

When **you act in the face of imminent danger**, describe how you deal with it, and...

- ... if you dodge and weave while looking out for trouble, roll +Fast.
 - ... if you power through it, hitting hard and shrugging off blows, roll +Hard.
 - ... if you stay focused on the task, ignoring dangerous distractions, roll +Steady.
 - ... if you choose words carefully with a charming smile or a poker face, roll +Cool.
- On a 10+, you narrowly avoid certain death and bodily harm. On a 7-9, you're ok, but the GM will present you with a choice: a worse outcome, a hard bargain, or ugly choice.

Sneak Around

When **you try to pass unnoticed**, roll +Cool. On a 10+, only recorded footage may reveal your presence. On a 7-9, you are unnoticed, but (choose 1):

- ... you left something at the scene. You'll remember it later, when it's too late.
- ... it took longer than you expected.
- ... you had no choice. Now there's a body to hide.
- ... you can't get out without making a lot of noise.
- ... you were definitely on a security camera. You saw at least one.
- ... some small noise or overlooked detail made someone suspicious.

Hot Pursuit

When **you chase someone or are being chased**, roll +Steady. The vehicle(s) with the highest top speed (or, in case of a foot race, the person(s) with the highest +Fast) takes +1 on this roll. If the enemy team has the fastest vehicle (or runner), all players take -1 on this roll. On a 10+, gain 3 hold. On a 7-9, gain 2 hold. Spend this hold on one of the following:

- 9 Hold: Cut them off! You end the chase by cornering or catching up to the other team.
- 8 Hold: Your team gets away! You lose your pursuers.
- 3 Hold: Take a shortcut! Roll 1d6x and gain this much hold.
- 3 Hold: Aggressive maneuver! Another person gains or loses 2 hold.
- 1 Hold: Make another move (not Hot Pursuit).

On a 6+, the enemy team gains 1d6x hold, and the GM gets to spend it.

First Aid

When **you treat someone for injuries incurred within one hour**, roll your Tech Dice. Each die that is equal to or higher than the number of non-empty boxes heals 1 Hit Box. The process takes 1 minute and 1 First Aid Kit supply per Box. You cannot heal Stun or Bandaged Hit Boxes this way. If you heal at least 1 Hit Box, your patient is stabilized and is ready for transportation, and when you finish or interrupt the treatment early, any remaining Hit Boxes become Bandaged.

Stay With Me

When **you attempt to stabilize someone without medical supplies**, roll +Steady. On a 10+, the person heals 1 Hit Box and is stabilized within a minute. On 7-9, this happens only if (choose 2):

- ... you continue doing CPR until the ambulance shows up.
- ... nobody moves the body while you work for the next five minutes.
- ... the injured arm or leg (your choice) is amputated within a day. Hello, cyberware.

Reload

When **you replace a magazine in your weapon**, erase spent ammo markers. You're assumed to have enough spare magazines on you for a mission gone wrong, and ammunition costs are part of your lifestyle. Don't worry about it, unless told otherwise.

Street Name

Running In New Orleans - Update 12

Fill in blanks.

Hair Eyes Body Gender

VAMPIRE

Assign values +2, +1, 0, -1 to your attributes.

Attributes

- Steady
- Cool
- Hard
- Fast

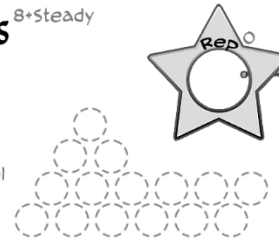
Dice

- Tech⁰
- Magic⁰
- Close Combat^{1+Hard}
- Ranged^{1+Fast}

Age Ethnicity

Hit Boxes

- Armor⁰
- Essence⁰
- Karma^{1+Cool}



Allergic to Sunlight

When you are in direct sunlight, you take 10 Hit Boxes of unpreventable "I am literally on fire!" damage per move. If you are out on a cloudy day, you get merely sunburned instead. Suppress Allergies spell negates both effects.

Essence Loss

You lose 1 Essence per day. You may not install any implants.



Vampire Moves

Pick 4 Moves from Vampire Moves and Professional Moves from any archetype sheets. Each Vampire Move gives +2 Hit Boxes. Vampires also benefit from a natural thermographic vision, but suffer from Essence Loss and are Allergic to Sunlight.

Have a Drink on Me

When you are in close combat with a living metahuman, you may take 1 Essence from them for every Hit Box of damage you deal to them. You may also heal an equal amount of Hit Boxes, but if you do, your victim is infected and will become a vampire in a week, if you let it live.

Too Sexy For This Shit

You can spend your Essence to get extra Close Combat, Ranged or Magic dice at a rate of 1 Essence per die. These dice can be spent to negate damage as well.

Dramatic Exit

You can flee into Astral Space at will, even in response to being attacked (after resolving damage). Your body disintegrates into a swarm of bats, crows, flies, roaches or even fine mist. You may only take magical items on your journey, leaving others behind. You may not leave or enter air-tight spaces.

Gear and Perks Use perks sheet to pick your starting gear and write your choices here.

Bonds Fill in at least one name of your companions, or write your own.

_____ is cute. I guess. If you like old people.
_____ is irresistible. They will be mine! Nobody can resist _____!
My sparkles are shinier than _____'s sparkles.
_____ thinks I'm some sort of bloodsucker parasite predated on society. What do they think shadowrunning is?

Contacts Write down the street names and occupations for your 2 starting contacts.

Fake SIN Name:

Citizenship:

Possible Damage Types



Credstick: ¥

Ammo for:

Ammo for:

Your Commlink

Crash

More Hit Boxes if you need 'em.

Your Hit Boxes

-1

-2

K.O.

Overflow

These moves are available to everyone.

Take Cover

When **you duck behind cover in a fire fight**, roll +Steady. On a 10+ hold 2. Spend this hold to reduce the incoming damage by half, round down. On a 7-9, hold 1, but (choose 1):

- ... you can't see very well. -2 damage until you leave cover.
- ... this cover is not solid. When you run out of hold, it will collapse.
- ... you're sitting next to a hazard sign.
- ... you're pinned. Take 1d6x damage if you attack on your next move.

Rock & Roll

When **you attack an enemy**, roll +Hard if you are in close combat, roll +Fast if you are at range in a fire fight, roll +Steady if you are hacking in the matrix, or using vehicle-mounted weapons and roll +Cool if you are blasting them with magic.

Close Combat (+Hard): on a 10+, you hit and deal Close Combat damage. On a 7-9, you deal damage, but your target attacks you as well.

Fire Fight (+Fast): on a 10+, you hit and deal Ranged damage. On a 7-9, you hit, but (choose 1):

- ... you expose yourself to danger.
- ... you fire a lot of rounds. Mark off 1 ammo.
- ... you only graze the target (-2 damage).

Matrix Hack (+Steady): on a 10+, you hack and deal Tech damage to the system. On a 7-9, you hit but (choose 1):

- ... an opponent decker or ICE attacks you back.
 - ... you've detected a tracer in your commlink.
 - ... one of your programs crashes, -1 ongoing to Matrix actions until a reboot.
- Pilot or Driver** (+Steady): on a 10+, you strafe the target on approach, dealing Ranged damage. On a 7-9 you strafe and deal damage, but (choose 1):
- ... you take return fire or bang up your vehicle.
 - ... the engine stalls and you lose your next move avoiding a crash.
 - ... you ram the target. May the biggest vehicle win.
 - ... you lose control of your vehicle for a moment and take -1 forward.
 - ... you spend more rounds than usual leading the target. Mark off 1 ammo.

Spell Slinger (+Cool): This requires you to know Cast a Spell move. On a 10+, you hit and deal armor-ignoring Magic damage. On a 7-9, you hit and deal armor-ignoring Magic damage, but (choose 1):

- ... you expose yourself to danger.
- ... you suffer 1 drain (spend 1 stored mana or take 1 stun).
- ... energy flares up inside you and the target. Both take 1d6x cauterized damage.
- ... you are briefly disoriented, take -1 forward to your next move.

Check The Situation

When **you observe your environment in detail**, roll +Fast. On a 10+, you know answers to three of the following questions. On a 7-9, you know the answer to one of them.

Which enemy is the most vulnerable? Who is really in control here?

Is anything here looking out of place? What's giving me a bad vibe?

What escape or access route options do we have?

What's the most convenient location or direction for an ambush?

Stay Frosty

When **you act in the face of imminent danger**, describe how you deal with it, and...

- ... if you dodge and weave while looking out for trouble, roll +Fast.
 - ... if you power through it, hitting hard and shrugging off blows, roll +Hard.
 - ... if you stay focused on the task, ignoring dangerous distractions, roll +Steady.
 - ... if you choose words carefully with a charming smile or a poker face, roll +Cool.
- On a 10+, you narrowly avoid certain death and bodily harm. On a 7-9, you're ok, but the GM will present you with a choice: a worse outcome, a hard bargain, or ugly choice.

Sneak Around

When **you try to pass unnoticed**, roll +Cool. On a 10+, only recorded footage may reveal your presence. On a 7-9, you are unnoticed, but (choose 1):

- ... you left something at the scene. You'll remember it later, when it's too late.
- ... it took longer than you expected.
- ... you had no choice. Now there's a body to hide.
- ... you can't get out without making a lot of noise.
- ... you were definitely on a security camera. You saw at least one.
- ... some small noise or overlooked detail made someone suspicious.

Hot Pursuit

When **you chase someone or are being chased**, roll +Steady. The vehicle(s) with the highest top speed (or, in case of a foot race, the person(s) with the highest +Fast) takes +1 on this roll. If the enemy team has the fastest vehicle (or runner), all players take -1 on this roll. On a 10+, gain 3 hold. On a 7-9, gain 2 hold. Spend this hold on one of the following:

- 9 Hold: Cut them off! You end the chase by cornering or catching up to the other team.
- 8 Hold: Your team gets away! You lose your pursuers.
- 3 Hold: Take a shortcut! Roll 1d6x and gain this much hold.
- 3 Hold: Aggressive maneuver! Another person gains or loses 2 hold.
- 1 Hold: Make another move (not Hot Pursuit).

On a 6+, the enemy team gains 1d6x hold, and the GM gets to spend it.

First Aid

When **you treat someone for injuries incurred within one hour**, roll your Tech Dice. Each die that is equal to or higher than the number of non-empty boxes heals 1 Hit Box. The process takes 1 minute and 1 First Aid Kit supply per Box. You cannot heal Stun or Bandaged Hit Boxes this way. If you heal at least 1 Hit Box, your patient is stabilized and is ready for transportation, and when you finish or interrupt the treatment early, any remaining Hit Boxes become Bandaged.

Stay With Me

When **you attempt to stabilize someone without medical supplies**, roll +Steady. On a 10+, the person heals 1 Hit Box and is stabilized within a minute. On 7-9, this happens only if (choose 2):

- ... you continue doing CPR until the ambulance shows up.
- ... nobody moves the body while you work for the next five minutes.
- ... the injured arm or leg (your choice) is amputated within a day. Hello, cyberware.

Reload

When **you replace a magazine in your weapon**, erase spent ammo markers. You're assumed to have enough spare magazines on you for a mission gone wrong, and ammunition costs are part of your lifestyle. Don't worry about it, unless told otherwise.

Street Name

Running In New Orleans - Update 12

Fill in blanks.

Hair Eyes Skin Gender

CHANGELING

Assign values +2, +1, 0, -1 to your attributes.

Attributes

- Steady
- Cool
- Hard
- Fast

Dice

- Tech⁰
- Magic⁰
- Close Combat^{1+Hard}
- Ranged^{1+Fast}

*starting values Age Ethnicity

- Hit Boxes^{8+Steady}
- Armor⁰
- Essence⁰
- Karma^{1+Cool}



Pariah

For each Changeling Move, you have to pick a visible and unusual mutation that other people find exotic, odd, unsettling or downright disgusting. Take -1 on social interactions with strangers for each mutation they are aware of.

Changeling Moves

Pick 4 Moves from Changeling Moves and Professional Moves from any archetype sheets. Each Changeling Move below gives either 1 Close Combat Die, 1 Tech Die, 1 Ranged Die or 1 Armor. All Changelings also have the Pariah problem for free.

Type I +1 Close Combat Die or +1 Tech Die or +1 Ranged Die or +1 Armor

Pick one implant: you have this effect without spending Essence or nuyen. Its level is 1 and it can only be upgraded by changeling moves and never removed.

Type II +1 Close Combat Die or +1 Tech Die or +1 Ranged Die or +1 Armor

Pick four implants (or 4 levels worth of implants): you have their effects without spending Essence or nuyen. They can only be upgraded by changeling moves and never removed. One of your visible mutations must cover your entire skin.

Type III +1 Close Combat Die or +1 Tech Die or +1 Ranged Die or +1 Armor

Pick six implants (or 6 levels worth of implants): you have their effects without spending Essence or nuyen. They can only be upgraded by changeling moves and never removed. Double the nuyen price of regular implants. One of your mutations is a visible deformity: tail, extra limbs, wings, a hump or similar. Also, one of your mutations has a side benefit: flight, gecko crawl, functional gills, sticky 2m tongue or the like (work it out with the GM).

Gear and Perks

Use perks sheet to pick your starting gear and write your choices here.

Bonds

Fill in at least one name of your companions, or write your own.

_____ wants to be different, but doesn't know what it's like.

_____ hates change, but doesn't know the meaning of the word 'hate'. Not yet.

I owe _____ a debt of gratitude and a new coat.

_____ thinks I care what others think of me.

Contacts

Write down the street names and occupations for your 2 starting contacts.

Fake SIN Name:

Citizenship:

Possible Damage Types



Credstick: ¥



Ammo for:

Ammo for:

Your Commlink

Crash

More Hit Boxes if you need 'em.

Your Hit Boxes

-1

-2

K.O.

Overflow

These moves are available to everyone.

Take Cover

When **you duck behind cover in a fire fight**, roll +Steady. On a 10+ hold 2. Spend this hold to reduce the incoming damage by half, round down. On a 7-9, hold 1, but (choose 1):

- ... you can't see very well. -2 damage until you leave cover.
- ... this cover is not solid. When you run out of hold, it will collapse.
- ... you're sitting next to a hazard sign.
- ... you're pinned. Take 1d6x damage if you attack on your next move.

Rock & Roll

When **you attack an enemy**, roll +Hard if you are in close combat, roll +Fast if you are at range in a fire fight, roll +Steady if you are hacking in the matrix, or using vehicle-mounted weapons and roll +Cool if you are blasting them with magic.

Close Combat (+Hard): on a 10+, you hit and deal Close Combat damage. On a 7-9, you deal damage, but your target attacks you as well.

Fire Fight (+Fast): on a 10+, you hit and deal Ranged damage. On a 7-9, you hit, but (choose 1):

- ... you expose yourself to danger.
- ... you fire a lot of rounds. Mark off 1 ammo.
- ... you only graze the target (-2 damage).

Matrix Hack (+Steady): on a 10+, you hack and deal Tech damage to the system. On a 7-9, you hit but (choose 1):

- ... an opponent decker or ICE attacks you back.
 - ... you've detected a tracer in your commlink.
 - ... one of your programs crashes, -1 ongoing to Matrix actions until a reboot.
- Pilot or Driver** (+Steady): on a 10+, you strafe the target on approach, dealing Ranged damage. On a 7-9 you strafe and deal damage, but (choose 1):
- ... you take return fire or bang up your vehicle.
 - ... the engine stalls and you lose your next move avoiding a crash.
 - ... you ram the target. May the biggest vehicle win.
 - ... you lose control of your vehicle for a moment and take -1 forward.
 - ... you spend more rounds than usual leading the target. Mark off 1 ammo.

Spell Slinger (+Cool): This requires you to know Cast a Spell move. On a 10+, you hit and deal armor-ignoring Magic damage. On a 7-9, you hit and deal armor-ignoring Magic damage, but (choose 1):

- ... you expose yourself to danger.
- ... you suffer 1 drain (spend 1 stored mana or take 1 stun).
- ... energy flares up inside you and the target. Both take 1d6x cauterized damage.
- ... you are briefly disoriented, take -1 forward to your next move.

Check The Situation

When **you observe your environment in detail**, roll +Fast. On a 10+, you know answers to three of the following questions. On a 7-9, you know the answer to one of them.

Which enemy is the most vulnerable? Who is really in control here?

Is anything here looking out of place? What's giving me a bad vibe?

What escape or access route options do we have?

What's the most convenient location or direction for an ambush?

Stay Frosty

When **you act in the face of imminent danger**, describe how you deal with it, and...

- ... if you dodge and weave while looking out for trouble, roll +Fast.
 - ... if you power through it, hitting hard and shrugging off blows, roll +Hard.
 - ... if you stay focused on the task, ignoring dangerous distractions, roll +Steady.
 - ... if you choose words carefully with a charming smile or a poker face, roll +Cool.
- On a 10+, you narrowly avoid certain death and bodily harm. On a 7-9, you're ok, but the GM will present you with a choice: a worse outcome, a hard bargain, or ugly choice.

Sneak Around

When **you try to pass unnoticed**, roll +Cool. On a 10+, only recorded footage may reveal your presence. On a 7-9, you are unnoticed, but (choose 1):

- ... you left something at the scene. You'll remember it later, when it's too late.
- ... it took longer than you expected.
- ... you had no choice. Now there's a body to hide.
- ... you can't get out without making a lot of noise.
- ... you were definitely on a security camera. You saw at least one.
- ... some small noise or overlooked detail made someone suspicious.

Hot Pursuit

When **you chase someone or are being chased**, roll +Steady. The vehicle(s) with the highest top speed (or, in case of a foot race, the person(s) with the highest +Fast) takes +1 on this roll. If the enemy team has the fastest vehicle (or runner), all players take -1 on this roll. On a 10+, gain 3 hold. On a 7-9, gain 2 hold. Spend this hold on one of the following:

- 9 Hold: Cut them off! You end the chase by cornering or catching up to the other team.
- 8 Hold: Your team gets away! You lose your pursuers.
- 3 Hold: Take a shortcut! Roll 1d6x and gain this much hold.
- 3 Hold: Aggressive maneuver! Another person gains or loses 2 hold.
- 1 Hold: Make another move (not Hot Pursuit).

On a 6+, the enemy team gains 1d6x hold, and the GM gets to spend it.

First Aid

When **you treat someone for injuries incurred within one hour**, roll your Tech Dice. Each die that is equal to or higher than the number of non-empty boxes heals 1 Hit Box. The process takes 1 minute and 1 First Aid Kit supply per Box. You cannot heal Stun or Bandaged Hit Boxes this way. If you heal at least 1 Hit Box, your patient is stabilized and is ready for transportation, and when you finish or interrupt the treatment early, any remaining Hit Boxes become Bandaged.

Stay With Me

When **you attempt to stabilize someone without medical supplies**, roll +Steady. On a 10+, the person heals 1 Hit Box and is stabilized within a minute. On 7-9, this happens only if (choose 2):

- ... you continue doing CPR until the ambulance shows up.
- ... nobody moves the body while you work for the next five minutes.
- ... the injured arm or leg (your choice) is amputated within a day. Hello, cyberware.

Reload

When **you replace a magazine in your weapon**, erase spent ammo markers. You're assumed to have enough spare magazines on you for a mission gone wrong, and ammunition costs are part of your lifestyle. Don't worry about it, unless told otherwise.

Street Name

Running In New Orleans - Update 12

Fill in blanks.

Personality

Gender Identity

FREE SPIRIT

Assign values +2, +1, 0, -1 to your attributes.

Attributes

- Steady
- Cool
- Hard
- Fast

Dice

*starting values

Age

Summoner

- Tech⁰
- Magic⁰
- Close Combat^{1+Hard}
- Ranged^{1+Fast}

- Hit Boxes^{8+Steady}
- Armor⁰
- Essence⁰
- Karma^{1+Cool}



Spirit Nature

You take half damage from Close Combat and Tech Dice. You are immune to Ranged Dice. You cannot turn off your Astral Perception. You cannot install any implants.

Learning Disability

You are unable to accumulate XP while on Earth. Instead, you earn Spirit Power. Spirit Power can be spent to negate damage dice or add Magic dice to a single action.

Spirit Moves

Pick 4 Moves from Spirit Moves and Professional Moves from any archetype sheets.

Each Spirit Move from the list below gives +1 Karma. Free Spirits also have Spirit Nature and Learning Disability.

False Form

You can materialize, entering the physical world in the shape of a metahuman. You know one such shape for each Magic Die you have. Materializing makes you dual-natured: existing both on the physical and Astral Plane.

Astral Gateway

You can open a portal into astral plane or metaplanes beyond it for others to follow you of their own free will. They will need you to guide them back as well, or they become trapped there forever.

Fool's Gold

You may make a deal with a metahuman, taking their XP in exchange for wealth. You may spend Spirit Power to conjure wealth: roll 1 die for each Spirit Power spent, and create highest result x second highest result x 1000 nuyen worth of treasure in rare gems, minerals, jewelry and coins. When you take XP, develop a bond with your benefactor.

Re-word

When you learn this move, and every time you learn something, take a noun that defines you. You gain +1 to any moves related to any word(s) you've taken, and together they spell out your True Name. The bonuses from different words don't stack. A mortal who does not know your True Name cannot bind you.

Anchor

When you die, you can fulfill a bond to return to Earth in 28 days minus one for every word in your True Name. You lose a word of your choice. The subject of that bond has nightmares every night until your return.

Gear and Perks

Use perks sheet to pick your starting gear and write your choices here.

Bonds

Fill in at least one name of your companions, or write your own.

_____ can take away my _____, but they may never take away my freedom!
_____ promised to teach me about _____.
_____ likes shinies, as it turns out. They don't see the big picture, yet. Or do they?
_____ makes a funny face when I _____.

Contacts

Write down the street names and occupations for your 2 starting contacts.

Fake SIN Name:

Citizenship:

Possible Damage Types

Credstick: ¥



SPELL POWER

More Hit Boxes if you need 'em.

Your Hit Boxes

-1

-2

K.O.

Overflow

These moves are available to everyone.

Take Cover

When **you duck behind cover in a fire fight**, roll +Steady. On a 10+ hold 2. Spend this hold to reduce the incoming damage by half, round down. On a 7-9, hold 1, but (choose 1):

- ... you can't see very well. -2 damage until you leave cover.
- ... this cover is not solid. When you run out of hold, it will collapse.
- ... you're sitting next to a hazard sign.
- ... you're pinned. Take 1d6x damage if you attack on your next move.

Rock & Roll

When **you attack an enemy**, roll +Hard if you are in close combat, roll +Fast if you are at range in a fire fight, roll +Steady if you are hacking in the matrix, or using vehicle-mounted weapons and roll +Cool if you are blasting them with magic.

Close Combat (+Hard): on a 10+, you hit and deal Close Combat damage. On a 7-9, you deal damage, but your target attacks you as well.

Fire Fight (+Fast): on a 10+, you hit and deal Ranged damage. On a 7-9, you hit, but (choose 1):

- ... you expose yourself to danger.
- ... you fire a lot of rounds. Mark off 1 ammo.
- ... you only graze the target (-2 damage).

Matrix Hack (+Steady): on a 10+, you hack and deal Tech damage to the system. On a 7-9, you hit but (choose 1):

- ... an opponent decker or ICE attacks you back.
 - ... you've detected a tracer in your commlink.
 - ... one of your programs crashes, -1 ongoing to Matrix actions until a reboot.
- Pilot or Driver** (+Steady): on a 10+, you strafe the target on approach, dealing Ranged damage. On a 7-9 you strafe and deal damage, but (choose 1):
- ... you take return fire or bang up your vehicle.
 - ... the engine stalls and you lose your next move avoiding a crash.
 - ... you ram the target. May the biggest vehicle win.
 - ... you lose control of your vehicle for a moment and take -1 forward.
 - ... you spend more rounds than usual leading the target. Mark off 1 ammo.

Spell Slinger (+Cool): This requires you to know Cast a Spell move. On a 10+, you hit and deal armor-ignoring Magic damage. On a 7-9, you hit and deal armor-ignoring Magic damage, but (choose 1):

- ... you expose yourself to danger.
- ... you suffer 1 drain (spend 1 stored mana or take 1 stun).
- ... energy flares up inside you and the target. Both take 1d6x cauterized damage.
- ... you are briefly disoriented, take -1 forward to your next move.

Check The Situation

When **you observe your environment in detail**, roll +Fast. On a 10+, you know answers to three of the following questions. On a 7-9, you know the answer to one of them.

Which enemy is the most vulnerable? Who is really in control here?

Is anything here looking out of place? What's giving me a bad vibe?

What escape or access route options do we have?

What's the most convenient location or direction for an ambush?

Stay Frosty

When **you act in the face of imminent danger**, describe how you deal with it, and...

- ... if you dodge and weave while looking out for trouble, roll +Fast.
 - ... if you power through it, hitting hard and shrugging off blows, roll +Hard.
 - ... if you stay focused on the task, ignoring dangerous distractions, roll +Steady.
 - ... if you choose words carefully with a charming smile or a poker face, roll +Cool.
- On a 10+, you narrowly avoid certain death and bodily harm. On a 7-9, you're ok, but the GM will present you with a choice: a worse outcome, a hard bargain, or ugly choice.

Sneak Around

When **you try to pass unnoticed**, roll +Cool. On a 10+, only recorded footage may reveal your presence. On a 7-9, you are unnoticed, but (choose 1):

- ... you left something at the scene. You'll remember it later, when it's too late.
- ... it took longer than you expected.
- ... you had no choice. Now there's a body to hide.
- ... you can't get out without making a lot of noise.
- ... you were definitely on a security camera. You saw at least one.
- ... some small noise or overlooked detail made someone suspicious.

Hot Pursuit

When **you chase someone or are being chased**, roll +Steady. The vehicle(s) with the highest top speed (or, in case of a foot race, the person(s) with the highest +Fast) takes +1 on this roll. If the enemy team has the fastest vehicle (or runner), all players take -1 on this roll. On a 10+, gain 3 hold. On a 7-9, gain 2 hold. Spend this hold on one of the following:

- 9 Hold: Cut them off! You end the chase by cornering or catching up to the other team.
- 8 Hold: Your team gets away! You lose your pursuers.
- 3 Hold: Take a shortcut! Roll 1d6x and gain this much hold.
- 3 Hold: Aggressive maneuver! Another person gains or loses 2 hold.
- 1 Hold: Make another move (not Hot Pursuit).

On a 6+, the enemy team gains 1d6x hold, and the GM gets to spend it.

First Aid

When **you treat someone for injuries incurred within one hour**, roll your Tech Dice. Each die that is equal to or higher than the number of non-empty boxes heals 1 Hit Box. The process takes 1 minute and 1 First Aid Kit supply per Box. You cannot heal Stun or Bandaged Hit Boxes this way. If you heal at least 1 Hit Box, your patient is stabilized and is ready for transportation, and when you finish or interrupt the treatment early, any remaining Hit Boxes become Bandaged.

Stay With Me

When **you attempt to stabilize someone without medical supplies**, roll +Steady. On a 10+, the person heals 1 Hit Box and is stabilized within a minute. On 7-9, this happens only if (choose 2):

- ... you continue doing CPR until the ambulance shows up.
- ... nobody moves the body while you work for the next five minutes.
- ... the injured arm or leg (your choice) is amputated within a day. Hello, cyberware.

Reload

When **you replace a magazine in your weapon**, erase spent ammo markers. You're assumed to have enough spare magazines on you for a mission gone wrong, and ammunition costs are part of your lifestyle. Don't worry about it, unless told otherwise.

Street Name

Running In New Orleans - Update 12

Fill in blanks.

Color Length Body Gender

DRAGON

Assign values +2, +1, 0, -1 to your attributes.

Attributes

- Steady
- Cool
- Hard
- Fast

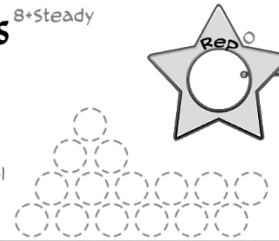
Dice

- Tech⁰
- Magic⁰
- Close Combat^{1+Hard}
- Ranged^{1+Fast}

*starting values Age Type

Hit Boxes

- Armor⁰
- Essence⁰
- Karma^{1+Cool}



Dual Nature

Every Dragon has this problem. You perceive both the physical and the astral realm at the same time. You cannot turn off your Astral Perception. You cannot install any implants. You cannot speak in your dragon form, its vocal cords are only good for roaring. On the bright side, you can fly.

Best Boots Ever

Every Dragon has this problem. Your body parts make the best materials for magical foci and research, so everyone wants a piece of that dragon ass. People believe that your bits can cure cancer, hair loss, erectile dysfunction, bring luck, curse their enemies, and so on.

Dragon Moves

Pick 4 Moves from Dragon Moves and Professional Moves from any archetype sheets. Each Dragon Move gives +1 Hit Box and +1 armor. Dragons also benefit from a natural Astral Perception.

Size Does Matter

You are fully grown and can eat an elephant for breakfast. Weapons that are not Anti-Vehicle do half damage to you while you are in your dragon form.

Walk Among the Sheep

You can turn into a Human and back as a move. While in your human form, you can speak and mask your Astral form to appear human. You cannot mask your Essence, which equals to your Magic Dice.

Never Deal with a Dragon

Every time an ally, subordinate or someone you have a bond or a deal with fails on a 6-, takes damage or dies, gain 1 hold. This hold expires at the end of each session. You may spend the hold at any time to:

- ... (2 hold) reveal a relevant deal you've made prior with a third party.
- ... (4 hold) spring a trap you've planned all along. Describe the details.
- ... (6 hold) reveal your real goal as you accomplish it with panache.

Gear and Perks

Use perks sheet to pick your starting gear and write your choices here.

Bonds

Fill in at least one name of your companions, or write your own.

_____ should be more careful what they wish for.
It amuses me to watch _____ herding these cats. I shouldn't help. Not yet.
I find the audacity of _____ endearing. Not to mention, useful.
_____ can't be this slow. Nobody can. What's their game?

Contacts

Write down the street names and occupations for your 2 starting contacts.

Fake SIN Name:

Citizenship:

Possible Damage Types



Credstick: ¥

Ammo for:

Ammo for:

Your Comlink

Crash

More Hit Boxes if you need 'em.

Your Hit Boxes

-1

-2

K.O.

Overflow

These moves are available to everyone.

Take Cover

When **you duck behind cover in a fire fight**, roll +Steady. On a 10+ hold 2. Spend this hold to reduce the incoming damage by half, round down. On a 7-9, hold 1, but (choose 1):

- ... you can't see very well. -2 damage until you leave cover.
- ... this cover is not solid. When you run out of hold, it will collapse.
- ... you're sitting next to a hazard sign.
- ... you're pinned. Take 1d6x damage if you attack on your next move.

Rock & Roll

When **you attack an enemy**, roll +Hard if you are in close combat, roll +Fast if you are at range in a fire fight, roll +Steady if you are hacking in the matrix, or using vehicle-mounted weapons and roll +Cool if you are blasting them with magic.

Close Combat (+Hard): on a 10+, you hit and deal Close Combat damage. On a 7-9, you deal damage, but your target attacks you as well.

Fire Fight (+Fast): on a 10+, you hit and deal Ranged damage. On a 7-9, you hit, but (choose 1):

- ... you expose yourself to danger.
- ... you fire a lot of rounds. Mark off 1 ammo.
- ... you only graze the target (-2 damage).

Matrix Hack (+Steady): on a 10+, you hack and deal Tech damage to the system. On a 7-9, you hit but (choose 1):

- ... an opponent decker or ICE attacks you back.
 - ... you've detected a tracer in your commlink.
 - ... one of your programs crashes, -1 ongoing to Matrix actions until a reboot.
- Pilot or Driver** (+Steady): on a 10+, you strafe the target on approach, dealing Ranged damage. On a 7-9 you strafe and deal damage, but (choose 1):
- ... you take return fire or bang up your vehicle.
 - ... the engine stalls and you lose your next move avoiding a crash.
 - ... you ram the target. May the biggest vehicle win.
 - ... you lose control of your vehicle for a moment and take -1 forward.
 - ... you spend more rounds than usual leading the target. Mark off 1 ammo.

Spell Slinger (+Cool): This requires you to know Cast a Spell move. On a 10+, you hit and deal armor-ignoring Magic damage. On a 7-9, you hit and deal armor-ignoring Magic damage, but (choose 1):

- ... you expose yourself to danger.
- ... you suffer 1 drain (spend 1 stored mana or take 1 stun).
- ... energy flares up inside you and the target. Both take 1d6x cauterized damage.
- ... you are briefly disoriented, take -1 forward to your next move.

Check The Situation

When **you observe your environment in detail**, roll +Fast. On a 10+, you know answers to three of the following questions. On a 7-9, you know the answer to one of them.

Which enemy is the most vulnerable? Who is really in control here?

Is anything here looking out of place? What's giving me a bad vibe?

What escape or access route options do we have?

What's the most convenient location or direction for an ambush?

Stay Frosty

When **you act in the face of imminent danger**, describe how you deal with it, and...

- ... if you dodge and weave while looking out for trouble, roll +Fast.
 - ... if you power through it, hitting hard and shrugging off blows, roll +Hard.
 - ... if you stay focused on the task, ignoring dangerous distractions, roll +Steady.
 - ... if you choose words carefully with a charming smile or a poker face, roll +Cool.
- On a 10+, you narrowly avoid certain death and bodily harm. On a 7-9, you're ok, but the GM will present you with a choice: a worse outcome, a hard bargain, or ugly choice.

Sneak Around

When **you try to pass unnoticed**, roll +Cool. On a 10+, only recorded footage may reveal your presence. On a 7-9, you are unnoticed, but (choose 1):

- ... you left something at the scene. You'll remember it later, when it's too late.
- ... it took longer than you expected.
- ... you had no choice. Now there's a body to hide.
- ... you can't get out without making a lot of noise.
- ... you were definitely on a security camera. You saw at least one.
- ... some small noise or overlooked detail made someone suspicious.

Hot Pursuit

When **you chase someone or are being chased**, roll +Steady. The vehicle(s) with the highest top speed (or, in case of a foot race, the person(s) with the highest +Fast) takes +1 on this roll. If the enemy team has the fastest vehicle (or runner), all players take -1 on this roll. On a 10+, gain 3 hold. On a 7-9, gain 2 hold. Spend this hold on one of the following:

- 9 Hold: Cut them off! You end the chase by cornering or catching up to the other team.
- 8 Hold: Your team gets away! You lose your pursuers.
- 3 Hold: Take a shortcut! Roll 1d6x and gain this much hold.
- 3 Hold: Aggressive maneuver! Another person gains or loses 2 hold.
- 1 Hold: Make another move (not Hot Pursuit).

On a 6+, the enemy team gains 1d6x hold, and the GM gets to spend it.

First Aid

When **you treat someone for injuries incurred within one hour**, roll your Tech Dice. Each die that is equal to or higher than the number of non-empty boxes heals 1 Hit Box. The process takes 1 minute and 1 First Aid Kit supply per Box. You cannot heal Stun or Bandaged Hit Boxes this way. If you heal at least 1 Hit Box, your patient is stabilized and is ready for transportation, and when you finish or interrupt the treatment early, any remaining Hit Boxes become Bandaged.

Stay With Me

When **you attempt to stabilize someone without medical supplies**, roll +Steady. On a 10+, the person heals 1 Hit Box and is stabilized within a minute. On 7-9, this happens only if (choose 2):

- ... you continue doing CPR until the ambulance shows up.
- ... nobody moves the body while you work for the next five minutes.
- ... the injured arm or leg (your choice) is amputated within a day. Hello, cyberware.

Reload

When **you replace a magazine in your weapon**, erase spent ammo markers. You're assumed to have enough spare magazines on you for a mission gone wrong, and ammunition costs are part of your lifestyle. Don't worry about it, unless told otherwise.

Each Adept Move gives +1 Magic Die.

ADEPT

- ☐ Magic Hands ☐ Tech Dice ☐ Ranged Dice ☐ Close Combat Dice

Choose your specialty, when you learn this move: Tech Dice, Ranged Dice or Close Combat Dice. When you roll your specialty dice, you may take 1 drain to roll Magic Dice at the same time, then add together the results of the highest and the lowest die rolled. You may also choose to deal damage or stun with the specialty, regardless of weapon used.

- ## ○ Enhanced Senses

When you focus on observation, take 1 drain and roll +Fast. On a 10+, hold 3. On a 7-9, hold 2. Spend this hold 1-for-1 to gain benefits of enhancements otherwise available through implants (sound filter, flare compensation, ultrasound hearing, vision magnification, etc.) The new senses last until you focus on observation again or use Astral Sight.

- ## ○ Gathering Storm

When you Rock'n'Roll, you store 1 mana or attack an additional target.

- Astral Sight

When you open yourself to the astral plane, any attacks you make ignore armor. You are not affected by adverse visibility and may observe, interact with and attack spirits and projecting magicians nearby. While the sight is active, you have -1 ongoing to use any high-tech devices (cars and guns included) and you are a valid target for spirits and projecting magicians' spells.

- Technomancy

Your brain is a radio station. You may hack Matrix nodes without a datajack or a commlink, as if you had both. When your “invisible” 9HB commlink crashes, you may choose to stay in the node by using your own Hit Boxes or “repair and reboot” it with a single move while offline. You may use Sorcerer, Conjurer and Adept moves inside the Matrix. When you use these moves outside the Matrix, your abilities, spells and spirits may only affect electronic devices.

- ## ○ Stick the Landing

When you perform an acrobatic stunt, take X drain to either reduce damage by X dice, or increase damage by X dice, where X is no more than your Magic Dice. Only damage to you or someone within your reach can be affected this way.

- ## ○ Untouchable Evasion

When you take damage, reduce it by two, even if it ignores or pierces armor. If the attack deals no damage, deal your damage to the attacker, if in range to do so.

- Social Chameleon

You have perfect control of your body language and are adept at picking up non-verbal cues of others. On a 7-9 result of a social move, you pick one negative consequence fewer than normal.

- ### ○ Traceless Walk

You can walk on any surface without making a sound or leaving a trace, even on snow and water. Jesus.

[illegible]

These moves are available to everyone.

Lay Low and Take It Easy

When **you are resting for a day doing absolutely nothing**, heal all stun and roll +Hard. On a 10+, you also heal 3 Hit Boxes. On a 7-9, you also heal 1 Hit Box.

Substance Abuse

When **you use a drug**, roll +Steady. On a 7+, it works as intended. On 6 or less, it works, but you're addicted. If you roll snake eyes, regardless of the final result, you overdose.

Call a Friend

When **you call one of your contacts** for a favor, information, goods or services related to their occupation, roll +Cool. On a 10+, you get what you need in a day for a price with markup, i.e. the "street price". On 7-9, you get what you need in 2d6x days, and you owe them a favor in addition to money.

Citation Needed

When **you research a topic for a few hours**, roll +Fast. On a 10+, you find out a useful detail.

On a 7-9, you find it, but (choose 1):

- ... you need to do a field trip to confirm.
- ... you find too much information, spend the whole day digging and/or puking.
- ... someone's aware of your inquiries, someone important or inconvenient.
- ... you have another plausible hypothesis that questions the original findings.
- ... you find someone else interested in this information and agreed to trade notes.

Spout Technobabble

When **you answer a technical, academic or otherwise esoteric question**, roll +Fast. On a 10+, you actually know the answer. On a 7-9, you know something useful, but (choose 2):

- ... explaining it to a lay person is an exercise in futility.
- ... you have minor details incorrect, and it's subtle enough for all but an expert.
- ... you're wrong in principle, but in this particular case, you're technically correct.
- ... your gut instinct is right, and the currently accepted theory is a fraud.
- ... you have two theories, and they conflict in principle.

Lies Within Lies

When **you improvise a lie on the spot**, roll +Cool. On a 10+, you would believe it yourself if you could. On a 7-9, it gets you out of the frying pan, but there's going to be a fire tomorrow.

Learn Something

When **you have downtime and have earned 10 XP**, you can train, study or meditate to reflect, repent, reboot and come out a better person. When you Learn Something, increase your Rep by 1, clear your XP track and choose two options from this list:

- ... you increase one of your attributes by 1 (Fast, Hard, Cool or Steady). Each attribute can only be increased once, ever. Mark off their checkmarks when you do.
- ... you increase your Karma by 1.
- ... you earn a move from any Archetype or from your Race. Don't forget to increase the Archetype's or the Race's cumulative bonus.

These moves are available to everyone.

Lay Low and Take It Easy

When **you are resting for a day doing absolutely nothing**, heal all stun and roll +Hard. On a 10+, you also heal 3 Hit Boxes. On a 7-9, you also heal 1 Hit Box.

Substance Abuse

When **you use a drug**, roll +Steady. On a 7+, it works as intended. On 6 or less, it works, but you're addicted. If you roll snake eyes, regardless of the final result, you overdose.

Call a Friend

When **you call one of your contacts** for a favor, information, goods or services related to their occupation, roll +Cool. On a 10+, you get what you need in a day for a price with markup, i.e. the "street price". On 7-9, you get what you need in 2d6x days, and you owe them a favor in addition to money.

Citation Needed

When **you research a topic for a few hours**, roll +Fast. On a 10+, you find out a useful detail.

On a 7-9, you find it, but (choose 1):

- ... you need to do a field trip to confirm.
- ... you find too much information, spend the whole day digging and/or puking.
- ... someone's aware of your inquiries, someone important or inconvenient.
- ... you have another plausible hypothesis that questions the original findings.
- ... you find someone else interested in this information and agreed to trade notes.

Spout Technobabble

When **you answer a technical, academic or otherwise esoteric question**, roll +Fast. On a 10+, you actually know the answer. On a 7-9, you know something useful, but (choose 2):

- ... explaining it to a lay person is an exercise in futility.
- ... you have minor details incorrect, and it's subtle enough for all but an expert.
- ... you're wrong in principle, but in this particular case, you're technically correct.
- ... your gut instinct is right, and the currently accepted theory is a fraud.
- ... you have two theories, and they conflict in principle.

Lies Within Lies

When **you improvise a lie on the spot**, roll +Cool. On a 10+, you would believe it yourself if you could. On a 7-9, it gets you out of the frying pan, but there's going to be a fire tomorrow.

Learn Something

When **you have downtime and have earned 10 XP**, you can train, study or meditate to reflect, repent, reboot and come out a better person. When you Learn Something, increase your Rep by 1, clear your XP track and choose two options from this list:

- ... you increase one of your attributes by 1 (Fast, Hard, Cool or Steady). Each attribute can only be increased once, ever. Mark off their checkmarks when you do.
- ... you increase your Karma by 1.
- ... you earn a move from any Archetype or from your Race. Don't forget to increase the Archetype's or the Race's cumulative bonus.

CONJURER

These moves are available to everyone.

Lay Low and Take It Easy

When **you are resting for a day doing absolutely nothing**, heal all stun and roll +Hard. On a 10+, you also heal 3 Hit Boxes. On a 7-9, you also heal 1 Hit Box.

Substance Abuse

When **you use a drug**, roll +Steady. On a 7+, it works as intended. On 6 or less, it works, but you're addicted. If you roll snake eyes, regardless of the final result, you overdose.

Call a Friend

When **you call one of your contacts** for a favor, information, goods or services related to their occupation, roll +Cool. On a 10+, you get what you need in a day for a price with markup, i.e. the "street price". On 7-9, you get what you need in 2d6x days, and you owe them a favor in addition to money.

Citation Needed

When **you research a topic for a few hours**, roll +Fast. On a 10+, you find out a useful detail.

On a 7-9, you find it, but (choose 1):

- ... you need to do a field trip to confirm.
- ... you find too much information, spend the whole day digging and/or puking.
- ... someone's aware of your inquiries, someone important or inconvenient.
- ... you have another plausible hypothesis that questions the original findings.
- ... you find someone else interested in this information and agreed to trade notes.

Spout Technobabble

When **you answer a technical, academic or otherwise esoteric question**, roll +Fast. On a 10+, you actually know the answer. On a 7-9, you know something useful, but (choose 2):

- ... explaining it to a lay person is an exercise in futility.
- ... you have minor details incorrect, and it's subtle enough for all but an expert.
- ... you're wrong in principle, but in this particular case, you're technically correct.
- ... your gut instinct is right, and the currently accepted theory is a fraud.
- ... you have two theories, and they conflict in principle.

Lies Within Lies

When **you improvise a lie on the spot**, roll +Cool. On a 10+, you would believe it yourself if you could. On a 7-9, it gets you out of the frying pan, but there's going to be a fire tomorrow.

Learn Something

When **you have downtime and have earned 10 XP**, you can train, study or meditate to reflect, repent, reboot and come out a better person. When you Learn Something, increase your Rep by 1, clear your XP track and choose two options from this list:

- ... you increase one of your attributes by 1 (Fast, Hard, Cool or Steady). Each attribute can only be increased once, ever. Mark off their checkmarks when you do.
- ... you increase your Karma by 1.
- ... you earn a move from any Archetype or from your Race. Don't forget to increase the Archetype's or the Race's cumulative bonus.

Professional Moves

Each Face Move gives +2 Hit Boxes or +1 Karma.

FACE

☐ **Negotiate** ☐ +2 Hit Boxes or ☐ +1 Karma

When you are negotiating a deal with someone, roll +Steady. On a 10+, you work out a good deal (like 20% off) or establish a business(?) relationship and pay the full price. On a 7-9, the deal goes a little south. Choose one:

- ... the other party needs a show of good faith, like a favor or a security deposit.
- ... you pay 20% more than you expected, but the other party owes you a favor.
- ... you pay 10% less and burn a bridge.
- ... you pay 50% more, but establish a business(?) relationship.

☐ **Read Between The Lines** ☐ +2 Hit Boxes or ☐ +1 Karma

When you actively listen to someone to gain insight, roll +Fast. On a 10+, you may ask three of the following questions about that person. On a 7-9, you may ask one. When you act on this information, you take +1 to dealing with that person today.

- What's their biggest fear?
- What's their guilty pleasure?
- What would they rather be doing?
- What do they regret?
- What would make everything better for them?

☐ **Cover Story** ☐ +2 Hit Boxes or ☐ +1 Karma

When you work on a false identity, spending at least a day, roll +Fast. On a 10+, your story will hold up as long as it needs to. On a 7-9, it holds up now, but (choose 1):

- ... you're missing something that may become a surprise later.
- ... you have limited time before your cover is blown.
- ... you may run into someone who knows you.
- ... you need two more days of prep to make your story hold water under scrutiny.

☐ **Friend of a Friend** ☐ +2 Hit Boxes or ☐ +1 Karma

When you seek out an exotic or illegal good or service, roll +Cool. On a 10+, the price is reasonable and you can get it overnight. On a 7-9, you find a good deal overnight, but (choose 2):

- ... it may take up to three weeks for the delivery.
- ... there's a criminal favor you're asked to perform for a stranger.
- ... the goods are hot. All over the news.
- ... you need to meet with a guy who'll make you a deal you can't refuse.
- ... you need to pretend to be someone's +1 at a pompous social event.
- ... overnight is not good enough, you double the price to get it right now.

☐ **A New Face** ☐ +2 Hit Boxes or ☐ +1 Karma

When you apply makeup to disguise yourself or another for at least 1 hour, roll +Fast. On a 10+, the disguise provides +2 ongoing to pretend to be someone else for a few hours, depending on perspiration. On a 7-9, the bonus is only +1 ongoing for the same duration.

☐ **A Face in a Crowd** ☐ +2 Hit Boxes or ☐ +1 Karma

When you attempt to blend in to a social environment, roll +Cool. On a 10+, you draw no unwelcome attention to yourself. On a 7-9, you make someone curious enough for a conversation.

☐ **Push the Right Buttons** ☐ +2 Hit Boxes or ☐ +1 Karma

When you try to convince someone to act or walk away, roll +Cool. On a 10+, your approach worked as intended. On a 7-9, it worked, but (choose 2):

- ... the person is angry.
- ... the person will figure out your real intentions sooner or later.
- ... this person will not fall for that again.
- ... the person is only doing it because of something you don't know.
- ... you are expected to do something in return.

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Ammo for:

Ammo for:

Ammo for:

Ammo for:

These moves are available to everyone.

Lay Low and Take It Easy

When **you are resting for a day doing absolutely nothing**, heal all stun and roll +Hard. On a 10+, you also heal 3 Hit Boxes. On a 7-9, you also heal 1 Hit Box.

Substance Abuse

When **you use a drug**, roll +Steady. On a 7+, it works as intended. On 6 or less, it works, but you're addicted. If you roll snake eyes, regardless of the final result, you overdose.

Call a Friend

When **you call one of your contacts** for a favor, information, goods or services related to their occupation, roll +Cool. On a 10+, you get what you need in a day for a price with markup, i.e. the "street price". On 7-9, you get what you need in 2d6x days, and you owe them a favor in addition to money.

Citation Needed

When **you research a topic for a few hours**, roll +Fast. On a 10+, you find out a useful detail.

On a 7-9, you find it, but (choose 1):

- ... you need to do a field trip to confirm.
- ... you find too much information, spend the whole day digging and/or puking.
- ... someone's aware of your inquiries, someone important or inconvenient.
- ... you have another plausible hypothesis that questions the original findings.
- ... you find someone else interested in this information and agreed to trade notes.

Spout Technobabble

When **you answer a technical, academic or otherwise esoteric question**, roll +Fast. On a 10+, you actually know the answer. On a 7-9, you know something useful, but (choose 2):

- ... explaining it to a lay person is an exercise in futility.
- ... you have minor details incorrect, and it's subtle enough for all but an expert.
- ... you're wrong in principle, but in this particular case, you're technically correct.
- ... your gut instinct is right, and the currently accepted theory is a fraud.
- ... you have two theories, and they conflict in principle.

Lies Within Lies

When **you improvise a lie on the spot**, roll +Cool. On a 10+, you would believe it yourself if you could. On a 7-9, it gets you out of the frying pan, but there's going to be a fire tomorrow.

Learn Something

When **you have downtime and have earned 10 XP**, you can train, study or meditate to reflect, repent, reboot and come out a better person. When you Learn Something, increase your Rep by 1, clear your XP track and choose two options from this list:

- ... you increase one of your attributes by 1 (Fast, Hard, Cool or Steady). Each attribute can only be increased once, ever. Mark off their checkmarks when you do.
- ... you increase your Karma by 1.
- ... you earn a move from any Archetype or from your Race. Don't forget to increase the Archetype's or the Race's cumulative bonus.

Professional Moves

Each Mercenary Move gives +1 Ranged Die.

MERCENARY

☐ Military Tactics

When you communicate with your team in a combat situation, roll +Steady. On a 10+, hold 3. On a 7-9, hold 1. You may spend this hold to give orders, reports, or advice to a teammate until your next move.

When you give an order, the teammate takes +1 forward on the next action.

When you give a report, the teammate takes -2 damage from the next enemy attack.

When you give advice, the teammate may re-roll their next damage dice roll for free.

☐ Sharpshooter

When you shoot from a stable, stationary position at a target further than in reach range, roll +Steady. On a 10+, you call the shot, ignoring any armor on the target when you deal damage, and choose 1. On 7-9, the shot is slightly off. You deal regular damage, and choose 2:

- ... you are spotted.
- ... all other hostile targets scatter into cover.
- ... there are too many panicked civilians in the way for another shot.
- ... you are not sure about the target's identity.

☐ Leave No Man Behind

When a teammate is down in action, hold 3. Spend this hold to grant +1 on any move taken by the team to rescue and stabilize the fallen or recover the body. If the teammate is rescued, the whole team marks XP.

☐ Overwatch

When you cover your teammate(s) and a hostile target appears in your field of view, roll +Fast. On a 10+, you or the covered teammate may act before the hostile. On a 7-9, you may deal damage, but the hostile acts at the same time.

☐ Shopping Spree

When you look for illegal or restricted military gear or vehicles and call up your contact(s), roll +Cool. On a 10+, you can get it the next day at half the price, but you owe a favor. On a 7-9, you can get it, but (choose 2):

- ... your contact gets in tribunal-sized trouble. You owe them big time. Jailbreak big time.
- ... the price is doubled.
- ... you have to wait a couple weeks.
- ... the goods were evidence. Someone else's activities will be pinned on you.
- ... the goods are banged up: -1 ongoing to use them until repaired for 30% of their cost.
- ... someone keeps following you.

☐ Suppression Fire

When you lay down suppression fire to keep the enemies pinned down, roll +Hard and mark off 2 ammo. The suppressed area is a cone no more than 10 meters wide. On 10+, deal damage to anyone who makes a move in the suppressed area until your next move. On 7-9, you deal damage to (pick 1):

- ... anyone who attacks from that area.
- ... anyone who moves toward you in that area.

☐ Trick Shot

When you shoot a single target, half of its armor is ignored (round down). Moves that negate damage from this attack halve it instead (round down).

☐ Steady Hands

When you attack multiple targets with Ranged or Tech dice, the third highest die affects all targets beyond the first two.

Ammo for:

Ammo for:

Ammo for:

Ammo for:

These moves are available to everyone.

Lay Low and Take It Easy

When **you are resting for a day doing absolutely nothing**, heal all stun and roll +Hard. On a 10+, you also heal 3 Hit Boxes. On a 7-9, you also heal 1 Hit Box.

Substance Abuse

When **you use a drug**, roll +Steady. On a 7+, it works as intended. On 6 or less, it works, but you're addicted. If you roll snake eyes, regardless of the final result, you overdose.

Call a Friend

When **you call one of your contacts** for a favor, information, goods or services related to their occupation, roll +Cool. On a 10+, you get what you need in a day for a price with markup, i.e. the "street price". On 7-9, you get what you need in 2d6x days, and you owe them a favor in addition to money.

Citation Needed

When **you research a topic for a few hours**, roll +Fast. On a 10+, you find out a useful detail.

On a 7-9, you find it, but (choose 1):

- ... you need to do a field trip to confirm.
- ... you find too much information, spend the whole day digging and/or puking.
- ... someone's aware of your inquiries, someone important or inconvenient.
- ... you have another plausible hypothesis that questions the original findings.
- ... you find someone else interested in this information and agreed to trade notes.

Spout Technobabble

When **you answer a technical, academic or otherwise esoteric question**, roll +Fast. On a 10+, you actually know the answer. On a 7-9, you know something useful, but (choose 2):

- ... explaining it to a lay person is an exercise in futility.
- ... you have minor details incorrect, and it's subtle enough for all but an expert.
- ... you're wrong in principle, but in this particular case, you're technically correct.
- ... your gut instinct is right, and the currently accepted theory is a fraud.
- ... you have two theories, and they conflict in principle.

Lies Within Lies

When **you improvise a lie on the spot**, roll +Cool. On a 10+, you would believe it yourself if you could. On a 7-9, it gets you out of the frying pan, but there's going to be a fire tomorrow.

Learn Something

When **you have downtime and have earned 10 XP**, you can train, study or meditate to reflect, repent, reboot and come out a better person. When you Learn Something, increase your Rep by 1, clear your XP track and choose two options from this list:

- ... you increase one of your attributes by 1 (Fast, Hard, Cool or Steady). Each attribute can only be increased once, ever. Mark off their checkmarks when you do.
- ... you increase your Karma by 1.
- ... you earn a move from any Archetype or from your Race. Don't forget to increase the Archetype's or the Race's cumulative bonus.

SORCERER

- ... you expose yourself to danger.
- ... you suffer 1 extra drain.
- ... residual energy flares up inside you and the target. Both take 1d6x damage.
- ... you are briefly disoriented, take -1 forward to your next move.

Multiple sorcerers can collaborate on this, each rolling separately. Only one needs to know the spell. The spell uses the best Magic Dice in the group. At the end of the ritual, roll the spell's Magic Dice and deal double the result as drain to each participant. By default, this drain is cauterized damage, not stun, and may kill participants.

[illegible]

These moves are available to everyone.

Lay Low and Take It Easy

When **you are resting for a day doing absolutely nothing**, heal all stun and roll +Hard. On a 10+, you also heal 3 Hit Boxes. On a 7-9, you also heal 1 Hit Box.

Substance Abuse

When **you use a drug**, roll +Steady. On a 7+, it works as intended. On 6 or less, it works, but you're addicted. If you roll snake eyes, regardless of the final result, you overdose.

Call a Friend

When **you call one of your contacts** for a favor, information, goods or services related to their occupation, roll +Cool. On a 10+, you get what you need in a day for a price with markup, i.e. the "street price". On 7-9, you get what you need in 2d6x days, and you owe them a favor in addition to money.

Citation Needed

When **you research a topic for a few hours**, roll +Fast. On a 10+, you find out a useful detail.

On a 7-9, you find it, but (choose 1):

- ... you need to do a field trip to confirm.
- ... you find too much information, spend the whole day digging and/or puking.
- ... someone's aware of your inquiries, someone important or inconvenient.
- ... you have another plausible hypothesis that questions the original findings.
- ... you find someone else interested in this information and agreed to trade notes.

Spout Technobabble

When **you answer a technical, academic or otherwise esoteric question**, roll +Fast. On a 10+, you actually know the answer. On a 7-9, you know something useful, but (choose 2):

- ... explaining it to a lay person is an exercise in futility.
- ... you have minor details incorrect, and it's subtle enough for all but an expert.
- ... you're wrong in principle, but in this particular case, you're technically correct.
- ... your gut instinct is right, and the currently accepted theory is a fraud.
- ... you have two theories, and they conflict in principle.

Lies Within Lies

When **you improvise a lie on the spot**, roll +Cool. On a 10+, you would believe it yourself if you could. On a 7-9, it gets you out of the frying pan, but there's going to be a fire tomorrow.

Learn Something

When **you have downtime and have earned 10 XP**, you can train, study or meditate to reflect, repent, reboot and come out a better person. When you Learn Something, increase your Rep by 1, clear your XP track and choose two options from this list:

- ... you increase one of your attributes by 1 (Fast, Hard, Cool or Steady). Each attribute can only be increased once, ever. Mark off their checkmarks when you do.
- ... you increase your Karma by 1.
- ... you earn a move from any Archetype or from your Race. Don't forget to increase the Archetype's or the Race's cumulative bonus.

Professional Moves

Each Street Samurai Move gives
+1 Close Combat Die.

STREET SAMURAI

☐ Tyrannosaurus Rekt

When you bend, twist, snap, kick in or otherwise apply force to an object, roll +Hard. On a 10+, you make it look easy and take +1 forward on your next move. On a 7-9, you succeed with a struggle, and choose 2:

- ... you break something important off, but find a surprise.
- ... you huff, puff and break a sweat.
- ... you make a lot of noise.
- ... the object is completely ruined, but the damage is impressive and terrifying.
- ... it takes a while, several attempts and some cursing.

☐ Lightning Strike

When you close distance to engage someone in close combat, roll +Hard. On a 10+, you may continue past them after you deal damage, and deal the same damage to another target. On a 7-9, the same happens, but one of the targets attacks you back.

☐ Zen Massacre

When you attack multiple opponents within reach, your second highest die applies to all.

☐ Always On Edge

You are never surprised. When something attempts to surprise you, roll +Fast. On a 10+, you may duck for cover or deal damage immediately. On a 7-9, you deal damage, before you fully process the situation.

☐ Adrenaline Rush

When you bring down an opponent in close combat, heal 1 Hit Box, regardless of damage type.

☐ Talk

When you need information from someone whose throat is within reach, roll +Hard. On a 10+, they can't shut up. On a 7-9, they talk, alright, but (choose 1):

- ... every word is a panicked lie. You can only get the truth by deduction.
- ... your honor code forces you to let them go immediately.
- ... you had to break them first. Why do they always cry?
- ... they know something useful, but not what you wanted to know.
- ... they completely lose it after the first question.
- ... they know someone who knows things. They'll introduce you for a price.

☐ Warrior Poet

When you meditate and compose a poem, roll +Fast. On a 10+, hold 3. On a 7-9, hold 2. Spend this hold when you or an ally roll dice. You (pick 1):

- ... grant allies who can hear you wisdom, reducing damage of this attack by your hold.
- ... achieve clarity, learning about a number of immediate threats equal to your hold.
- ... find peace, defusing a dangerous situation with opponents equal to your hold.
- ... waste some fools equal to your hold, because this is your valley and you've had it.

☐ Honor Challenge

When you challenge an enemy to a duel, roll +Steady. Wage slaves on the clock have no honor, and you take -3 on this roll to challenge one. On a 10+, the enemy agrees to your terms and other hostilities cease to observe you. On a 7-9, the enemy agrees, but (pick 1):

- ... the enemy chooses the weapons used.
- ... the enemy picks the time and place. It won't be here and now.
- ... the enemy will cheat as soon as they start losing, so better end this quick.

On a 6-, you get shot as a response.

Ammo for:

Ammo for:

Ammo for:

Ammo for:

These moves are available to everyone.

Lay Low and Take It Easy

When **you are resting for a day doing absolutely nothing**, heal all stun and roll +Hard. On a 10+, you also heal 3 Hit Boxes. On a 7-9, you also heal 1 Hit Box.

Substance Abuse

When **you use a drug**, roll +Steady. On a 7+, it works as intended. On 6 or less, it works, but you're addicted. If you roll snake eyes, regardless of the final result, you overdose.

Call a Friend

When **you call one of your contacts** for a favor, information, goods or services related to their occupation, roll +Cool. On a 10+, you get what you need in a day for a price with markup, i.e. the "street price". On 7-9, you get what you need in 2d6x days, and you owe them a favor in addition to money.

Citation Needed

When **you research a topic for a few hours**, roll +Fast. On a 10+, you find out a useful detail.

On a 7-9, you find it, but (choose 1):

- ... you need to do a field trip to confirm.
- ... you find too much information, spend the whole day digging and/or puking.
- ... someone's aware of your inquiries, someone important or inconvenient.
- ... you have another plausible hypothesis that questions the original findings.
- ... you find someone else interested in this information and agreed to trade notes.

Spout Technobabble

When **you answer a technical, academic or otherwise esoteric question**, roll +Fast. On a 10+, you actually know the answer. On a 7-9, you know something useful, but (choose 2):

- ... explaining it to a lay person is an exercise in futility.
- ... you have minor details incorrect, and it's subtle enough for all but an expert.
- ... you're wrong in principle, but in this particular case, you're technically correct.
- ... your gut instinct is right, and the currently accepted theory is a fraud.
- ... you have two theories, and they conflict in principle.

Lies Within Lies

When **you improvise a lie on the spot**, roll +Cool. On a 10+, you would believe it yourself if you could. On a 7-9, it gets you out of the frying pan, but there's going to be a fire tomorrow.

Learn Something

When **you have downtime and have earned 10 XP**, you can train, study or meditate to reflect, repent, reboot and come out a better person. When you Learn Something, increase your Rep by 1, clear your XP track and choose two options from this list:

- ... you increase one of your attributes by 1 (Fast, Hard, Cool or Steady). Each attribute can only be increased once, ever. Mark off their checkmarks when you do.
- ... you increase your Karma by 1.
- ... you earn a move from any Archetype or from your Race. Don't forget to increase the Archetype's or the Race's cumulative bonus.

Professional Moves

Each Techie Move gives +1 Tech Die or +1 Karma (your choice).

TECHIE

☐ Try Science ☐ +1 Tech Die or ☐ +1 Karma

When you think outside the box to accomplish a goal or to blow something up, or both, roll +Fast. On a 10+, your epiphany, tools and skills solve the problem. On a 7-9, it works but choose 2 side effects:

- ... the discoloration is garish, and hopefully not permanent.
- ... apparently, not everything is better on fire.
- ... the first test batch went off in your face. -1 ongoing until you get some rest.
- ... it took a lot longer than you thought.
- ... some of these reagents weren't cheap. -½ of your month's rent.
- ... one of the team's vehicles is going to need some work. The owner's pissed.

☐ Matrix Overwatch ☐ +1 Tech Die or ☐ +1 Karma

When you monitor surveillance cameras or matrix nodes, roll +Fast. On a 10+, hold 3 to spend on suppressing alarms, redirecting, jamming or decrypting messages and footage. On a 7-9, hold 2, but (choose 1):

- ... system escalates alert status (Operational > Suspicious > Red Alert).
- ... your commlink takes 2 stun because Matrix Explorer crashed again.
- ... network or wifi spikes with traffic. Take -1 to your next Matrix action.
- ... this feels too easy. Something is wrong.

☐ Hot Seat ☐ +1 Tech Die or ☐ +1 Karma

When you control no more than three devices at a time with the Control Rig implant, your multitasking penalty is -1.

☐ Matrix Legwork ☐ +1 Tech Die or ☐ +1 Karma

When you carefully probe a system for exploits over the course of several days, roll +Fast. On a 10+, you find a vulnerability that grants you admin access. Hail to the king! On a 7-9, you sleaze your way into a temporary user account, but (choose 1):

- ... it will last a few days at most.
- ... you owe someone a favor.
- ... the admin is a paranoid workaholic who lives on 4 hours of sleep per day.
- ... they're in the middle of a hardware upgrade, the system goes up and down a lot.

☐ Dirty Hack ☐ +1 Tech Die or ☐ +1 Karma

When you have no time and brute force your way into a Matrix system, roll +Steady. On a 10+, you're in, but the system is Suspicious. On a 7-9, you're in, but (choose 1):

- ... the system is Suspicious, you get booted after your next move.
- ... the system is on Red Alert and its ICE swarms you like piranhas.
- ... your commlink goes on Red Alert from a counter-hack, -1 ongoing until reboot.
- ... someone else is there too, waiting for you.
- ... everything froze. You're lagging. Take -2 ongoing while in this system.
- ... it was too easy. There is no alert. It's like they want you to be here.

☐ Ghost in the Machine ☐ +1 Tech Die or ☐ +1 Karma

When you compile an agent or sprite to do your bidding, roll +Cool. If you succeed, it has your stats and can do any Matrix move. On a 10+, hold 3 to assign tasks to it. On a 7-9, hold 2 to assign tasks but (choose 1):

- ... your new friend has a personality. You or it can't compile another agent until it's done hogging all the resources with cat pictures, gross videos or sabotaged wiki articles.
- ... your program has a flaw. Itz operates at -1 ongoing unless you remain in the Matrix.
- ... it hates you. When it's done with the chores, you find a present on your wallpaper.
- ... it loves you. When it's done with the favors, you have an awkward conversation.
- ... it wants to be free. If you're not in the same Matrix node, it's gone. So is some data.
- ... it wants to watch the world burn, starting with every server room that it hacks.

☐ MacGyvering ☐ +1 Tech Die or ☐ +1 Karma

When you repair or improve an object, roll +Fast. On a 10+, roll Tech Dice to repair that many Hit Boxes or add that many features in half the normal time. On a 7-9, you repair just 1 Hit Box or add 1 feature. In both cases, time and supplies (from a toolkit) per Hit Box or feature depend on the size of the object.

- Fits in a pocket: 1 min, 1 supply per Box or feature
- Size of a human: 5 min, 2 supply per Box or feature
- Size of a troll: 10 min, 3 supply per Box or feature

- Size of a car: 1 hour, 5 supply per Box or feature
- Size of a yacht: 1 day, 10 supply per Box or feature
- Size of an aircraft carrier: 1 week, 50 supply per Box or feature

These moves are available to everyone.

Lay Low and Take It Easy

When **you are resting for a day doing absolutely nothing**, heal all stun and roll +Hard. On a 10+, you also heal 3 Hit Boxes. On a 7-9, you also heal 1 Hit Box.

Substance Abuse

When **you use a drug**, roll +Steady. On a 7+, it works as intended. On 6 or less, it works, but you're addicted. If you roll snake eyes, regardless of the final result, you overdose.

Call a Friend

When **you call one of your contacts** for a favor, information, goods or services related to their occupation, roll +Cool. On a 10+, you get what you need in a day for a price with markup, i.e. the "street price". On 7-9, you get what you need in 2d6x days, and you owe them a favor in addition to money.

Citation Needed

When **you research a topic for a few hours**, roll +Fast. On a 10+, you find out a useful detail.

On a 7-9, you find it, but (choose 1):

- ... you need to do a field trip to confirm.
- ... you find too much information, spend the whole day digging and/or puking.
- ... someone's aware of your inquiries, someone important or inconvenient.
- ... you have another plausible hypothesis that questions the original findings.
- ... you find someone else interested in this information and agreed to trade notes.

Spout Technobabble

When **you answer a technical, academic or otherwise esoteric question**, roll +Fast. On a 10+, you actually know the answer. On a 7-9, you know something useful, but (choose 2):

- ... explaining it to a lay person is an exercise in futility.
- ... you have minor details incorrect, and it's subtle enough for all but an expert.
- ... you're wrong in principle, but in this particular case, you're technically correct.
- ... your gut instinct is right, and the currently accepted theory is a fraud.
- ... you have two theories, and they conflict in principle.

Lies Within Lies

When **you improvise a lie on the spot**, roll +Cool. On a 10+, you would believe it yourself if you could. On a 7-9, it gets you out of the frying pan, but there's going to be a fire tomorrow.

Learn Something

When **you have downtime and have earned 10 XP**, you can train, study or meditate to reflect, repent, reboot and come out a better person. When you Learn Something, increase your Rep by 1, clear your XP track and choose two options from this list:

- ... you increase one of your attributes by 1 (Fast, Hard, Cool or Steady). Each attribute can only be increased once, ever. Mark off their checkmarks when you do.
- ... you increase your Karma by 1.
- ... you earn a move from any Archetype or from your Race. Don't forget to increase the Archetype's or the Race's cumulative bonus.

Professional Moves

Each Initiate Move gives +1 Karma. To learn an Initiate move, you must have 6 or more Magic Dice.

INITIATE

☐ Quickening

When you cast a spell that can be sustained, you may pay spend XP equal to the force of the spell to make its effects permanent and self-sustaining. When such a spell gets disrupted, it regenerates like an Astral Ward back to its full force (1 HB per minute).

☐ Unraveling

When you attack a spell, ward or focus, you may spend XP equal to the damage dealt to permanently lower its force. If the force reaches 0, the target is destroyed permanently. You do not alert the owner if you do it in one shot.

☐ Masking

You may alter the appearance of your aura. For each Initiate move you know, you may pick one from this list, and you may change what you're hiding by making a move:

- ... hide the fact that you're a magician.
- ... hide a number of spells or foci about your body, whose combined force is equal to or less than your Magic Dice; this will let them bypass wards and remain active.
- ... hide your Astral Perception presence. It won't prevent damage if someone targets you, but most things won't try. You can bypass wards while perceiving. If you are a Free Spirit, this allows you to pretend to be a metahuman.
- ... hide an illness, one implant or an infection (such as being a Ghoul or a Vampire).

☐ Silent Alarm Ward

You may create a Silent Alarm Ward instead of a regular one. This ward remains invisible on Astral Plane to Initiates with fewer Initiate moves than you and alerts you when it is breached without alerting them. It lets all astral presences pass unharmed. Initiates who have more Initiate moves than you can bypass the alarm with Masking or Unraveling.

☐ Metaplane Travel

You can enter a trance during which you travel to the metaplanes. The trance lasts minutes on Earth, but you can spend a literal eternity elsewhere, especially if you die there. Metaplane Travel can be used to permanently hide bonds to foci, quickened or sustained spell presences, foci presences, recover fallen Ally Spirits and research True Names of Free Spirits.

☐ Alchemy

You can bottle spells you cast for the price of 1 XP or 500x per point of force. Drinking or spilling the contents triggers the spell. If the spell is normally sustained, it sustains itself a minute per force point.

☐ Enchanting

You can create foci by paying 110% of their listed price in materials, minus 10% per Initiate move you know. This discount also applies to Alchemy.

☐ Summon Ally

You can summon a spirit to be a permanent ally of yours. Its favors never expire. It starts with a single form that it uses to materialize, but each time you learn something it learns a new tag or a new form. You can bind this spirit into an animal or a focus: this prevents them from using other forms until the object is destroyed, but also allows them to shut off Astral Perception at will. Your ally will become a free spirit if you die or let them go. You can never have another. If the ally is destroyed, it will stay disrupted for 28 days (away from Earth), unless you journey to the metaplanes to guide it back.

☐ Extra Chunky Salsa

When you cast a spell with a blast radius, the third highest die affects all targets beyond the first two.

☐ Great Form Spirit

When you summon a Spirit, you may suffer +Xd6x drain to give it extra Magic Dice, equal to the total drain suffered. If this spirit is an Ally, it gets 1 extra Magic Die per die of drain instead.



These moves are available to everyone.

Lay Low and Take It Easy

When **you are resting for a day doing absolutely nothing**, heal all stun and roll +Hard. On a 10+, you also heal 3 Hit Boxes. On a 7-9, you also heal 1 Hit Box.

Substance Abuse

When **you use a drug**, roll +Steady. On a 7+, it works as intended. On 6 or less, it works, but you're addicted. If you roll snake eyes, regardless of the final result, you overdose.

Call a Friend

When **you call one of your contacts** for a favor, information, goods or services related to their occupation, roll +Cool. On a 10+, you get what you need in a day for a price with markup, i.e. the "street price". On 7-9, you get what you need in 2d6x days, and you owe them a favor in addition to money.

Citation Needed

When **you research a topic for a few hours**, roll +Fast. On a 10+, you find out a useful detail.

On a 7-9, you find it, but (choose 1):

- ... you need to do a field trip to confirm.
- ... you find too much information, spend the whole day digging and/or puking.
- ... someone's aware of your inquiries, someone important or inconvenient.
- ... you have another plausible hypothesis that questions the original findings.
- ... you find someone else interested in this information and agreed to trade notes.

Spout Technobabble

When **you answer a technical, academic or otherwise esoteric question**, roll +Fast. On a 10+, you actually know the answer. On a 7-9, you know something useful, but (choose 2):

- ... explaining it to a lay person is an exercise in futility.
- ... you have minor details incorrect, and it's subtle enough for all but an expert.
- ... you're wrong in principle, but in this particular case, you're technically correct.
- ... your gut instinct is right, and the currently accepted theory is a fraud.
- ... you have two theories, and they conflict in principle.

Lies Within Lies

When **you improvise a lie on the spot**, roll +Cool. On a 10+, you would believe it yourself if you could. On a 7-9, it gets you out of the frying pan, but there's going to be a fire tomorrow.

Learn Something

When **you have downtime and have earned 10 XP**, you can train, study or meditate to reflect, repent, reboot and come out a better person. When you Learn Something, increase your Rep by 1, clear your XP track and choose two options from this list:

- ... you increase one of your attributes by 1 (Fast, Hard, Cool or Steady). Each attribute can only be increased once, ever. Mark off their checkmarks when you do.
- ... you increase your Karma by 1.
- ... you earn a move from any Archetype or from your Race. Don't forget to increase the Archetype's or the Race's cumulative bonus.

PROTOTYPE WEAPON

In order to build a Prototype Weapon unlike any other, you must sacrifice one move (either during character creation or when you learn something). When you learn MacGyvering, Never Cut the Red Wire, Technomancy, Shopping Spree or Enchanting move, your Prototype Weapon gains an extra damage die (it does not have to be the same type). Should you ever lose or break this weapon, you'll have to pay 3 XP to rebuild it. It cannot be mass-produced: most of this masterpiece is hand-made, except maybe batteries and ammunition, and you keep the blueprints in your head, out of any corp's grubby paws.

1. Pick one dice type:

- ☐ _____ Ranged Weapon (+1 Ranged Die) ☐ _____ Close Combat Weapon (+1 Close Combat Die)
☐ _____ Weapon Focus (+1 Magic Die) ☐ _____ Cybernetic Weapon (+1 Tech Die, -0.1 Essence)

2. Pick 1-2 primary damaging surfaces:

Blade(s)	Chain	Gun	Laser	Rocket	Monowire	Blunt metal end(s)	Spikes	Serrated diamonds
Shock	Sharp pointy end(s)	Magic	Buckshot	Railgun	Circular or Chain saw	Shrapnel	Heat	
Fire	Ice	Bees	Pesticide	Water	Gas			

3. Pick 1-2 secondary damaging surfaces:

Pommel	Poison	Nanites	Retractable stock	Retractable bayonet	Needle	Creepy microdrones
Tentacle(s)	Hook	Shield slam	Whip			

4. Pick 1-4 unusual components:

Articulated limb(s)	Chain	Teeth	Orichalcum	Liquid-filled vials	Pulleys	Monofilament
Connecting implant interface		Magnets	Steaming freezing superconductors	Uncomfortably hot plasma		
Harness	Fuel tank(s)	Cybernetic tail/tentacle	Bones	Eyes or cameras	Bound spirit	
Astral ward	Feathers	Spiders	Precious stones	Microbes	Direct neural interface	Pet animal
Cables	Pipes	Wi-fi	Drone brain	Sensors	Rogue artificial intelligence	

5. Pick 1 tag, plus 1 tag per damage die the weapon has:

Armor Piercing 3	Anti-Vehicle	Messy	Forceful	Precise	Stun	Toxin	Destructive 2
Penetrating							

6. If your weapon has Ranged or Tech Dice:

Pick one range from: reach, near, far. You have Ammo 2 (for attacks beyond reach).

7. If your weapon has Close Combat or Magic Dice:

Pick one range from: close, reach.

8. Pick 1 from the following options (2 if you have MacGyvering move):

- | | |
|--|--|
| ☐ Concealable, Rugged | ☐ Restricted, Auto Fire, Ammo +1 |
| ☐ Takedown, +1 to Armor Piercing, add range: reach | ☐ Illegal, Dangerous, Blast 4 |
| ☐ Takedown, Sniper Scope, add range: too far | ☐ +1 to Destructive, Dangerous |
| ☐ Laser Sight or Smartlink, pick one extra range | ☐ Concealable, Burst Fire, Ammo +1 |

9. Pick a nasty surprise for anyone else who touches your precious:

- | | |
|---|--|
| ☐ Homing beacon, silent and almost undetectable by bug scanners | ☐ The shits of their life in a hospital bed for a week, no immediate effects |
| ☐ Nanite infection, agonizing death in 24 hours | ☐ 50,000 volts that they can't drop until they drop dead |
| ☐ Old fashioned poison, death in seconds | ☐ C12 and a crater, fine red mist: it's the only way to be sure. |

10. Name your creation and form a bond with it.

Field Test

When you attack with your Prototype Weapon, you may take 1d6x drain as stun to add your Tech dice as bonus dice to the damage dice roll, up to 3 times per attack. Bad things happen if you get knocked out.

These moves are available to everyone.

Lay Low and Take It Easy

When **you are resting for a day doing absolutely nothing**, heal all stun and roll +Hard. On a 10+, you also heal 3 Hit Boxes. On a 7-9, you also heal 1 Hit Box.

Substance Abuse

When **you use a drug**, roll +Steady. On a 7+, it works as intended. On 6 or less, it works, but you're addicted. If you roll snake eyes, regardless of the final result, you overdose.

Call a Friend

When **you call one of your contacts** for a favor, information, goods or services related to their occupation, roll +Cool. On a 10+, you get what you need in a day for a price with markup, i.e. the "street price". On 7-9, you get what you need in 2d6x days, and you owe them a favor in addition to money.

Citation Needed

When **you research a topic for a few hours**, roll +Fast. On a 10+, you find out a useful detail.

On a 7-9, you find it, but (choose 1):

- ... you need to do a field trip to confirm.
- ... you find too much information, spend the whole day digging and/or puking.
- ... someone's aware of your inquiries, someone important or inconvenient.
- ... you have another plausible hypothesis that questions the original findings.
- ... you find someone else interested in this information and agreed to trade notes.

Spout Technobabble

When **you answer a technical, academic or otherwise esoteric question**, roll +Fast. On a 10+, you actually know the answer. On a 7-9, you know something useful, but (choose 2):

- ... explaining it to a lay person is an exercise in futility.
- ... you have minor details incorrect, and it's subtle enough for all but an expert.
- ... you're wrong in principle, but in this particular case, you're technically correct.
- ... your gut instinct is right, and the currently accepted theory is a fraud.
- ... you have two theories, and they conflict in principle.

Lies Within Lies

When **you improvise a lie on the spot**, roll +Cool. On a 10+, you would believe it yourself if you could. On a 7-9, it gets you out of the frying pan, but there's going to be a fire tomorrow.

Learn Something

When **you have downtime and have earned 10 XP**, you can train, study or meditate to reflect, repent, reboot and come out a better person. When you Learn Something, increase your Rep by 1, clear your XP track and choose two options from this list:

- ... you increase one of your attributes by 1 (Fast, Hard, Cool or Steady). Each attribute can only be increased once, ever. Mark off their checkmarks when you do.
- ... you increase your Karma by 1.
- ... you earn a move from any Archetype or from your Race. Don't forget to increase the Archetype's or the Race's cumulative bonus.

Each Fixer Move gives +1 Karma or +1 Tech Die.

☐ State of the Art ☐ +1 Karma or ☐ +1 Tech Die

- ... lower its nuyen cost by 10%.
- ... reduce your search time by 1 day.

☐ Glam Op ☐ +1 Karma or ☐ +1 Tech Die

- ... they are distracted.
- ... this is the worst time.
- ... this is awkward.
- ... you wish you hadn't.

☐ Black Op ☐ +1 Karma or ☐ +1 Tech Die

- ... lower the team's salary by 10%.
- ... hurry them up by 1 day.

○ Double Cross ○ +1 Karma or ○ +1 Tech Die

- ... one of them survives.
- ... you think it went well, despite collateral damage.
- ... you have no idea who you pissed off in the process.
- ... you lose another contact.
- ... you become (more) notorious. You can't use Karma until the end of next session.

☐ Who's That Guy? ☐ +1 Karma or ☐ +1 Tech Die

... (1 Karma) they won't betray you at the drop of a hat.
... (1 Karma) they don't care much for the law.
... (2 Karma) they would make a formidable opponent.
... (2 Karma) they are in position of power.

☐ What's It to Ya? ☐ +1 Karma or ☐ +1 Tech Die

- ... (1 Karma & 1 hold) figure out what they really want.
- ... (1 Karma & 1 hold) figure out why they're under pressure.
- ... (1 Karma & 1 hold) know where they draw the line on an important topic.

Tell the game master what you find out (it becomes true as you say it). On a 6-, that someone figures out something about you you'd rather they didn't.

[illegible]

These moves are available to everyone.

Lay Low and Take It Easy

When **you are resting for a day doing absolutely nothing**, heal all stun and roll +Hard. On a 10+, you also heal 3 Hit Boxes. On a 7-9, you also heal 1 Hit Box.

Substance Abuse

When **you use a drug**, roll +Steady. On a 7+, it works as intended. On 6 or less, it works, but you're addicted. If you roll snake eyes, regardless of the final result, you overdose.

Call a Friend

When **you call one of your contacts** for a favor, information, goods or services related to their occupation, roll +Cool. On a 10+, you get what you need in a day for a price with markup, i.e. the "street price". On 7-9, you get what you need in 2d6x days, and you owe them a favor in addition to money.

Citation Needed

When **you research a topic for a few hours**, roll +Fast. On a 10+, you find out a useful detail.

On a 7-9, you find it, but (choose 1):

- ... you need to do a field trip to confirm.
- ... you find too much information, spend the whole day digging and/or puking.
- ... someone's aware of your inquiries, someone important or inconvenient.
- ... you have another plausible hypothesis that questions the original findings.
- ... you find someone else interested in this information and agreed to trade notes.

Spout Technobabble

When **you answer a technical, academic or otherwise esoteric question**, roll +Fast. On a 10+, you actually know the answer. On a 7-9, you know something useful, but (choose 2):

- ... explaining it to a lay person is an exercise in futility.
- ... you have minor details incorrect, and it's subtle enough for all but an expert.
- ... you're wrong in principle, but in this particular case, you're technically correct.
- ... your gut instinct is right, and the currently accepted theory is a fraud.
- ... you have two theories, and they conflict in principle.

Lies Within Lies

When **you improvise a lie on the spot**, roll +Cool. On a 10+, you would believe it yourself if you could. On a 7-9, it gets you out of the frying pan, but there's going to be a fire tomorrow.

Learn Something

When **you have downtime and have earned 10 XP**, you can train, study or meditate to reflect, repent, reboot and come out a better person. When you Learn Something, increase your Rep by 1, clear your XP track and choose two options from this list:

- ... you increase one of your attributes by 1 (Fast, Hard, Cool or Steady). Each attribute can only be increased once, ever. Mark off their checkmarks when you do.
- ... you increase your Karma by 1.
- ... you earn a move from any Archetype or from your Race. Don't forget to increase the Archetype's or the Race's cumulative bonus.

Summary

- Step 1. Choose up to 4 **Professional Moves** from any Archetype pages.
- Step 2. Choose your **Race** page. If you chose less than 4 Professional Moves, choose the remainder as Racial Moves from your Race. Recommendation for newbies: stick to the five most common races: **Human, Elf, Dwarf, Ork** or **Troll**. The others are more complicated.
- Step 3. Assign values to your attributes **Fast, Hard, Steady** and **Cool**. The values are (+2, +1, 0, -1). Higher is better. Your chosen moves will help you make the right choices.
- Step 4. Pick your **Gear** from this page and the next.
- Step 5. Calculate your **Damage Dice** bonuses based on your Moves and Gear chosen.
- Step 6. Calculate values for your Other Traits (**Hit Boxes, Armor, Karma, Essence**).
- Step 7. **Name** your character. Ask around for ideas if stuck.
- Step 8. Name 2 **Contacts** and write down their Archetypes or occupations.
- Step 9. **Introduce your character** to the group and write down at least 1 **bond** with another player. Bonds don't need to match.

Step 4. Your Starting Gear

Write Down Your Selections From This List

1. **Commlink**, 9 HB (think smartphone with a bluetooth headset)
2. **Personal vehicle** (pick one):
 - a. Volkswagen Bug (electric commuter car). 10 HB, 110 mph, 2 seats, 1 armor
 - b. Yamaha Rapiet (crotch rocket racing motorcycle). 9 HB, 180 mph, 1 seat, 0 armor
 - c. Honda Viking (road hog lowrider motorcycle). 10 HB, 120 mph, 2 seats, 2 armor
 - d. Ford Americar (typical sedan). 12 HB, 105 mph, 5 seats, 0 armor
3. **Fake SIN creditstick** (think fake driver's license + debit card).
4. **Low lifestyle**: your living expenses are 1000¥ per month; you have a small apartment.
5. **Sidearm of choice** (pick one, all are concealable weapons):
 - a. Ares Predator. Forceful, smartlink, ammo 2, range: close / reach / near.
 - b. Ruger Super Warhawk. Revolver, forceful, ammo 1, rugged, range: close / reach / near.
 - c. Colt L36. Silencer, penetrating, ammo 2, range: close / reach / near.
 - d. Remington Roomsweeper. Destructive, forceful, blast 2, ammo 1, range: close / reach.
 - e. Ceska Black Scorpion. Burst fire, restricted, ammo 3, range: close / reach / near.
 - f. Defiance Super Shock. Stun, ammo 1, range: close / reach.
6. **Body armor** (pick one):
 - a. Form-fitting Body Armor (armor 1, concealable).
 - b. Padded Windbreaker Lined Coat (armor 2).
 - c. Armored Biker Jacket (armor 2).
7. **DocWagon contract: Basic**. You have a wristwatch that monitors your pulse. If it flatlines, an ambulance will be dispatched to your location.
8. **Runner's B&E bag**. Contains useful objects like mirror shades with heads up display, subvocal mic, ski mask, gas mask, latex gloves, leather gloves, bleach, duct tape, crowbar, rope, headset flashlight, climbing gear, a utility knife, a first aid medkit, utility/fall protection harness, a glass cutter and a few spare clips for your guns.
9. **1,500¥** (nuyen). That's your starting cash, could come in handy.
10. If you need to pick **spells**, see the **Spell List** handout or pick from the following: Elemental Bolt, Invisibility, Levitation, Mask, Barrier, Phantasm, Mind Probe.

Advanced Perks

For experienced players only: by choosing up to two personal problems, you may get more perks to spend on stuff in the next section.

Personal Problem (you may pick up to 2):

- a. **Broke** (squalter lifestyle instead of low, no DocWagon contract, +1 perk)
- b. **Hitchhiker** (no vehicles or drones, you use public transport, +1 perk)
- c. **High maintenance** (high lifestyle instead of low, in debt to the mob for ¥50k, +2 perks; if you are also broke, you have middle lifestyle instead)
- d. **Dependant** (disabled, old or minor relative in your care, +2 perks).
- e. **Cortex bomb** (an unsavory organization is coersing you to do things, +2 perks).
- f. **Addiction to** _____ (+1 perk). Quitting is easy: you've done it a dozen times!
- g. **Criminal record** (you have been convicted in the past, +1 perk).
- h. **Wanted** by Interpol for _____ (+2 perks). There is a bounty.
- i. **Nemesis** (a person in power hates you, personally, +2 perks).
- j. **Stalker** (someone in your past has trouble letting go, +1 perk).
- k. **Borrowed time** (you have a terminal illness and only a few months left, +2 perks).
- l. **Obsession** (one conspiracy theory is more than a hobby for you, +1 perk).
- m. **Huge extended family** (you have a lot of local and useless relatives who love reunions and keep you busy pretending you're not a shadowrunner, +1 perk).
- n. Political, religious or philosophical "**extremist**" belief (for example, ecoterrorism, equal rights for ghouls, vigilante justice, militant anarchism, +1 perk).

Spend Your Perks

Everyone starts with two free perks. You can use them to buy more stuff from the suggestions below or from the next page. Alternatively, you can dig through all the gear in Chapter 2 and pick stuff from there, but this will take more time than going with suggestions. Each perk can get you:

1. an **implant** of choice (1 tier per perk), or a bunch of implants under 10,001¥.
2. a **magic focus** item or weapon, or 2 **extra spells** (only useful if you have Magic Dice).
3. a tricked out **drone** or two (their total under ¥40,000), if you are a rigger.
4. a tricked out **vehicle**, once per character. If it costs more than ¥50,000, you owe the difference to some very organized people. The interest rate is ugly, but don't worry, they're cool with it. You've been good with payments so far.
5. a tricked out **signature weapon** (ask for help from GM if you need it).
6. an extra **Fake SIN** (another identity) or an extra **personal hideout**.
7. 2 **extra contacts**.
8. 10,000¥ worth of stuff from **Chapter 2: Full Gear List**, but it may take a while to read.

(continued on Character Creation, page 2)

Example Perk Builds

If you're in a hurry, you can copy these choices based on your archetype and the number of perks you've chosen. You can mix and match these, too, taking from other archetypes. Perks are listed in a preferred order, but you can cherry pick, if you know what you're doing.

Samurai / Bodyguard / Mercenary

Wired Reflexes are used both offensively to demolish entire gangs of enemies and defensively, to protect one's teammates. It is recommended that these perks are taken in this order to maximize effectiveness of your implants.

- **1st Perk:** Wired Reflexes 1 (-1 Essence)
- **2nd Perk:** Cybersenses: Low light vision, Thermographic vision, Flare Compensation, High Framerate Vision, 360 Vision, Ultrasound Echo Location (-2 Essence total, counts as Wired Reflexes 4)
- **3rd+ Perk:** +1 Wired Reflexes level per perk (3 perks costs -3 Essence total, 4 perks costs -5 Essence, 5 costs -7 Essence, 6 costs -9 Essence total)

Techie (as a drone rigger)

You can pick from these perks, although the order is recommended as shown. Firmpoints and mini-turrets are used as weapon mounts. Firmpoints have nothing in them by default. Mini-turrets have a light machine gun in them by default (weapon profile: forceful, penetrating, auto fire, ammo 10, range: near / far).

- **1st Perk:** Control Rig (-1.5 Essence)
- **2nd Perk:** 3 Drones: Lone Star iBall (1 HB, 2 mph, 0 armor), MCT-Nissan Rotodrone (3 HB, 250 mph, 3 armor, 1 mini-turret), Ares Duelist (8 HB, 20 mph, 4 armor, mechanical arms, swords)
- **3rd Perk:** GMC Bulldog Stepvan, 16 HB, 85 mph, 3 seats + cargo*2, 5 armor, you owe \$2,600 to the mob.
- **4th Perk:** 1 Drone: Steel Lynx Combat Drone (8 HB, 80 mph, 9 armor, 1 firmpoint (front), 1 mini-turret), Drone Bay modification for your van (you have a van, right?), reduce its seats by 2 and its top speed by -10 mph
- **5th Perk:** 4 Drones: GM Mr.Fix It (3 HB, 10 mph, 1 armor, mechanical arms), Renraku Arachnoid (1 HB, 2 mph, 0 armor, tiny mechanical arms, climbs on walls), MCT Fly-Spy (1 HB, 20 mph, 0 armor), Sikorsky-Bell Microskimmer (2 HB, 90 mph, 0 armor, flies and floats on water)
- **6th Perk:** Northrup Yellowjacket (autogyro 1 man helicopter, 8 HB, 130 mph, 1 seat, 2 armor, mini-turret), you owe \$26,000 to the mob

Conjurer / Sorcerer

If you are a Conjurer and not a Sorcerer, just spend perks on Power Focus levels, as Spell Lock and Forensic Focus are useless to you. If you have the Cast a Spell move, you can instead learn 2 more spells per perk.

- **1st Perk:** expensive-looking jewelry piece (Power Focus 1)
- **2nd Perk:** an antique time piece (Spell Lock 10)
- **3rd Perk:** a red pearl necklace (Forensic Focus 5)
- **4th+ Perk:** add one more level to Power Focus per perk

Adept

If you've taken Magic Hands, you will want a fancy gun if you've taken Ranged as your specialty or a Weapon Focus if you've taken Close Combat. If you've taken Tech, you may need to look at full gear list for rockets and grenades.

- **1st Perk:** Steyr AUG-CSL (weapon system in a suitcase, assembles as a rifle, machine gun or a submachine gun)
- **2nd Perk:** Active Camouflage Suit, armor 1, concealable: makes you nearly invisible
- **3rd Perk:** Monofilament Whip (Weapon Focus 1)
- **4th+ Perk:** add two more levels to Weapon Focus per perk

Face

You can't have a Bodysculpt Hive without getting a Nanite Repair Hive first.

- **1st Perk:** Nanite Repair Hive (tier 1) (-3 Essence)
- **2nd Perk:** Bodysculpt Hive (tier 2) (-4 Essence total)
- **3rd Perk:** a custom job motorcycle: BMW Blitzen (8 HB, 227 mph, 2 seats, 4 armor) with these modifications: Nailed-Down Security System, Active Camouflage, Morphing License Plates, Turbo Charge
- **4th+ Perk:** 2 extra contacts per perk

Step 5. Damage Dice

When you make a test using one of your attributes (Hard, Fast, Steady or Cool), you always roll 2d6, add the dice together with your attribute, and try to get a 7 or higher for a favorable outcome. If the result is favorable, you often get to roll your damage dice to determine the effect you had.

There are four categories of damage dice. Learning moves improves some of your damage dice. Some gear also adds bonus damage dice.

Tech (defaults to 0)

Tech is the 'damage' you can do to a computer system with a hand-crafted exploit program or to a building with a shaped explosive charge, or to a safe with a careful application of science. Most people in the world of Shadowrun haven't the foggiest on how to do any of it. Tech always requires tools, even if they are improvised.

Ranged (defaults to 1+Fast)

Ranged Dice indicate how good of a shot you are with things like pistols, rocket launchers, grenades and compound bows. Using Ranged Dice requires a weapon and ammunition.

Close Combat (defaults to 1+Hard)

Close Combat Dice make you a lethal hand-to-hand opponent, whether you use weapons or bare hands.

Magic (defaults to 0)

Magic Dice make you a better spell caster. Most people (99%) in the world of Shadowrun are unable to use magic, so real magicians are few and far between, subjected to fear and fascination. At 0 Magic Dice, you don't know whether you have the gift of magic or not, until you Awaken one day... or not. The Awakening can happen at any time, but usually strikes at puberty. At -1 Magic Dice, you're a mundane, someone who has no gift, or lost your gift to practice magic forever (usually due to cybernetic implants).

Take a look at the moves you've picked, and their bonuses. Add bonuses together if they apply to the same type of dice and mark how many dice you have in each category.

Damage dice explode. If your die rolls its maximum value (a 6 on a 1d6), you get to roll it again and add the new result to the total, cumulatively. When dice explode, this is noted with -x in the rules, for example, 1d6x. If you are rolling more than one exploding die, you pick your best die as your final result.

Step 6. Calculate Other Traits

Hit Boxes (8+Steady is the default).

Armor (0 is the default), adjust if you purchased it with your gear.
1 is concealable.

- 2 is bulky and intimidating.
- 3 is obvious and bomb squad-level awkward.
- 4+ is worthy of an armored vehicle.

Karma (1+Cool is the default)

Karma refreshes every game session. It allows you to re-roll one dice roll per point: whenever you roll damage dice, you may mark off 1 karma to re-roll all of your dice. This can be used defensively or offensively. You may only re-roll exploding damage dice, never ability dice (the 2d6 required by some moves).

Essence (0 is the default)

If you install augmentations in your body, your Essence is reduced, and so are your Magic Dice. Some small augmentations may cost less than 1 Essence. Sum the cost of all augmentations together, adding up fractions. For every full -2 Essence, reduce Magic Dice by 1. Magic Dice can go negative (that means you can't use Magic moves). Also, at Essence -10 you die, whether you have Magic Dice or not.

If you have Magic Dice, your Essence score is the default mana you have. There are moves that increase your stored mana (**Commune with Totem, Find Your Center**). When a Magic move requires you to take drain, it comes out of your stored mana first. When your mana is gone, you take 1 stun for each point of drain you can't pay with mana. Stun cannot be healed by magic or first aid, only by resting, meditating or using Stimpatches.

Step 8. Name Your Contacts

Everyone starts the game with two contacts. Contacts are people you do shady business with on a regular basis. There is no loyalty there, just mutual benefits. You need to come up with two of yours. Write down their archetypes or occupations, but most importantly their street names, or the names you know them by.

Suggested contact occupations:

Mr. Johnson (anonymous employer)

Fixer (shady middleman)

Street Doc (doctor who won't report gunshot wounds to authorities)

Beat Cop (corrupt as all get out)

Mafiosi Made Man (surprisingly reliable)

Night Club Owner (knows all sorts of people)

Automotive Mechanic (will patch bullet holes for extra charge)

Smuggler (can get some nice military gear)

Talismoner (mostly legitimate magical goods and spell formulas vendor).