Fantasy-cyberpunk Forged in the Dari

PLAY & ENJOY

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

CONSORT

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

INTERFACE

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

Purchase full e-book @

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

Contact:

on Twitter.. @SaveMelebu5

on Discord.. Mark (SaveMeJebu5)#6082

RitS Discord server invite:

https://discord.gg/jk82zb8

by Mark Cleveland Massengale

CHARACTER CREATION SUMMARY

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

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

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

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

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

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

7 Choose your vice. Pick your preferred type of vice, detail it with a short description and indicate the name and location of your vice purveyor. The GM will help you with the purveyor source if you aren't sure.

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

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

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

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

Some permutation examples..

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

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

*: Counts as two.

LOADOUT

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

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

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

6 LOAD: Heavy. You're slower. You look like an operative on a mission.

• 7-9 LOAD: Encumbered. You're overburdened and can't do anything except move very slowly.

Some special abilities (like the Muscle's **MULE** ability or a dragon's incredible strength) and implants (like the hip **COMPARTMENTS**) increase the **LOAD** limits.

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

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

COMPILED PLAYBOOK BUILDS

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

FACE

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

HACKER

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

MUSCLE

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

PUNK

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

RIGGER

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

SNAKE

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

TRIGGER

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

ADEPT

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

MAGICIAN

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

TECHNOMANCER

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

SUPERNATURAL WAYS, METHODS, & DRAWBACKS

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

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

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

ARCANE METHODS

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

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

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

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

ARCANE DRAWBACKS

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

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

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

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

EMERGENT METHODS

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

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

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

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

EMERGENT DRAWBACKS

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

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

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

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

ADEPT WAYS

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

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

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

ADEPT DRAWBACKS

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

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

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

FACE

A SMOOTH & WELL-CONNECTED CRIMINAL

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

RUN _ _

STASH

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

MUSCLE

A DANGEROUS AND INTIMIDATING FIGHTER

STASH								

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

S 1	[ASH	

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

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

SNAKE

SPECIAL ABILITIES

CREW

A LIAR AND MANIPULATOR

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

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

TRIGGER

Set up a teammate

A DEADLY MARKSMAN AND

Supernatural: Power

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

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

DO WHAT SOUNDS FUN

USE YOUR EDGE

DON'T BE A TROG

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ADEPT

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

PLAYERS BEST PRACTICES

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

RUNNERS IN THE S

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

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

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

Lead a group action
Protect a teammate
Set up a teammate

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

TECHNOMANCER AN EMERGENT PRACTITIONER

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

CREW

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

PLAYERS BEST PRACTICES

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

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

TEAMWORK

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

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

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

Technical tools

STASH

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

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

STANDARD ITEMS

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

KINGSTON: VICE PURVEYORS

FAITH

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

• Mother Maya, the Catholic Church, New Kingston.

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

• Anne Berlin, Buddhislam Worship Center, Havendale.

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

GAMBLING

• Spugface's dice game, Trench Town alleys.

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

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

• Sea Bass, drone racing, Portmore.

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

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

LUXURY/PLEASURE

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

• Kelly Harvey, Santa Maria's, Havendale.

• **Remereau's Fine Winery**, Mona.

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

◆ Joseph Rempel, Glowdome amusement park, Downtown.

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

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

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

OBLIGATION

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

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

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

PLEASURE/STUPOR

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

• Nukem Soyfish, the first of many.

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

• Noggin, the Moshbar, Sewerton

• Helene, Fantasy Towers casino, Kingston Parish.

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

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

• Slug & Dominique, gossipers, Sewerton.

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

• Sweet Clouds smoke shop, New Kingston.

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

• Max and Sherri, the Sweet Hibiscus, Mona.

DEVIANT

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

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

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

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

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

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

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

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

IMPLANT TRACKER

LOST ESSENCE

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

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

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

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

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

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

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

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

SYMPTOMS

ADD 1 PER ESSENCE LOST BEYOND THE 3RD

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

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

CREW CREATION SUMMARY

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

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

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

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

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

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

• Give them 1 NUYEN.

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

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

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

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

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

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

CREW UPGRADES

BASIC UPGRADES

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

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

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

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

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

• **Training:** If you have a Training upgrade, you earn 2 karma (instead of 1) when you train a given karma track during downtime (Intuition, Body, Willpower, or Playbook karma). This upgrade essentially helps you advance more quickly. See Advancement for details. ◆ Quality: Each upgrade improves the quality rating of all the PCs' items of that type, beyond the quality established by the crew's Tier and fine items. You can improve the quality of Comms, Documents, Gear (covers Burglary Gear, Climbing Gear, and Lighting Gear), Supplies, Tools (covers Demolitions Tools, Technical Tools, and Mechanical Tools), and Weapons.

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

SITE UPGRADES

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

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

ADVANCED UPGRADES

Each advanced upgrade has special requirements.

- Another Site
- Headquarters
- ♦ Landing Pad
- Expansion

ASSASSINS

KILLERS FOR HIRE

EXPERT COHORT TEAM

Playbook

- - - -

□□ Mastery □□

Expansion: 4

WEAK IMPAIRED BROKEN ARMOR

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

COURIERS

SMUGGLERS OF CONTRABAND

WEAK IMPAIRED BROKEN ARMOR

EXPERT

····· 🗖 Mastery 🗖

TEAM

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

NAME

SAFEHOUSE

TRADITION

ACADEMY

+1 scale for your

Specialist cohorts

FIXER

LEY LINE

+1d to Attune or

Assense on site

REP

CULT

ACOLYTES OF A FORBIDDEN

COHORT

TEAM

EXPERT

EXPERT

EXPERT

EXPERT

TEAM

SITE Boathouse

Lodge Quarters

Secure

Workshop

Workstation

OTHER

UPGRADE COSTS

Add Type: 2

Expansion: 4

New Cohort: 2

Another Site: 1

Headquarters: 2

Landing Pad: 1 or 2

TEAM

TEAM

WEAK IMPAIRED BROKEN ARMOR

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

MERCENARIES ENFORCERS & SOLDIERS

EXPERT TEAM

Mastery D

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WEAK IMPAIRED BROKEN ARMOR

COHORT

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

RADICALS

EXTREMISTS & ACTIVISTS

COHORT

EXPERT

TEAM

WEAK IMPAIRED BROKEN ARMOR

🗌 Playbook

----- Mastery

Expansion: 4

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

SHADOWS BURGLARS, SABOTUERS, & DATATHIEVES

HORT	EXPERT
	TEAM

CO

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



EXPERT COHORT TEAM

Playbook

Expansion: 4

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

THE REST OF THE WORLD

AFRICA

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

Asia

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

EUROPE

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

NORTH AMERICA

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

OCEANIA

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

SOUTH & CENTRAL AMERICA

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



A NOTE ABOUT THE WORLD

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

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

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



ACTION ROLL

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

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

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

CONTROLLED

You act on your terms. You exploit a dominant advantage.

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

6: You do it.

4/5: You hesitate. Withdraw and try a different approach, or else do it with a minor consequence: a minor **complication** occurs, you have **reduced effect**, you suffer **lesser harm**, you end up in a **risky** position. **1-3:** You falter. Press on by seizing a **risky** opportunity, or withdraw and try a different approach.

RISKY

You go head to head. You act under fire. You take a chance.

CRITICAL: You do it with increased effect.

6: You do it.

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

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

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

DESPERATE

You overreach your capabilities. You're in serious trouble.

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

6: You do it.

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

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

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

RESISTANCE ROLL

1d for each **ATTRIBUTE** dot.

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

TEAMWORK

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

ACTIONS

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

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

1. PAYOFF

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

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

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

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

3. ENTANGLEMENTS

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

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

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

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

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

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

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

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

Questioning. Authorities grab an NPC member of your crew or one of the crew's contacts, to question them about your crimes. Who do they think is most vulnerable? Make a fortune roll to see how much they talk (1-3: +2 HEAT, 4/5: +1 HEAT), or pay the authorities off with 2 NUYEN.

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

Rivals. A neutral faction throws their weight around. They threaten you, a friend, a contact, or one of your vice purveyors. Forfeit (1 REP or 1 NUYEN) per Tier of the rival, or stand up to them and lose 1 STATUS with them.

Show of Force. A faction with whom you have a negative status makes a play against your holdings. Give them 1 CLAIM or become marked (drop to -3 status). If you have no claims, lose 1 hold instead.

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

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

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

4. DOWNTIME

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

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

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

OVERINDULGE.

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

- ATTRACT TROUBLE: Select or roll an additional entanglement.
- **BRAG** about your exploits. +2 **HEAT**.

• LOST: Play a different character until this one returns from their bender.

TAPPED. Your current purveyor cuts you off. Find a new source for your vice.

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

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

GM REFERENCE

GM GOALS

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

GM PRINCIPLES

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

GM ACTIONS

When things are getting started:

♦ What's your goal?

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

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

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

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

CONSEQUENCES



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

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

Vintage Ball Cap

Heavy Work Boots

Trenchcoat

Camouflage

Pilot's Goggles

Pointy Stilettos

Stolen Uniform

Old Bomber Jacket

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

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

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

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

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

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

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

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

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

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

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

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

CITY DESCRIPTORS

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

LOCATIONS

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

FLASHBACK EDGE COSTS

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

1 EDGE for a complex action or unlikely opportunity.

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

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

DISTRICTS (RICHEST TO POOREST)

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

Mona **Constant Spring** Havendale Harborview

MEET LOCATIONS

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

RUN TRACKER

SHEET NUMBER

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

SERIES TRACKER



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

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

LOOK

ALIAS(ES)

HERITAGE:

DRAIN

HARM

IDN? SOURCE

FREE SPIRIT AN ECHO OF LIFE BETWEEN TWO WORLDS

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

BODY

 \bigcirc

000

00 00	STALK SURVEY
	\square
00	CREEP

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

ASSENSE

STUDY

BONUS DIE

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

FREE SPIRIT TRAITS

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

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

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

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

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

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

ENEMIES & RIVALS



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

ARMOR USES

ARMOR 🗌

SPECIAL

HEAVY

R INFORMATION

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

CREW

CHAOTIC - DESTRUCTIVE - FURIOUS

OBSESSIVE - TERRITORIAL - SAVAGE

NEED

HELP

-1D

LESS

EFFEC1

GIVEN NAME

AFRICA - ASIA - AMERICAS - EUROPE - OCEANIA - OTHER

HEALING PROJECT CLOCK

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

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

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

TORMENT

NOTES

STASH

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

CREW

SHELL

A BRAIN IN A CYBERNETIC FRAME

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

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

Some Random Generators

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

NATIONALITY

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

Gender

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

Age

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

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

COMPANY NAME PREFIXES

Roll 1d6, and choose one from any column.

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

COMPANY NAME ENDINGS

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

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

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

RANDOM RUN GENERATOR

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

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

(1) CLIENT/TARGET

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

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

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

(2) WORK

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

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

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

(4) CONNECTED TO A...

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

(3) TWIST/COMPLICATION

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

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

A positive status A neutral status A negative status