

OPERATOR NAME **YOSHI**

# THE RONIN

## DISCIPLINES (+2, +1, +0, +0, -1, -2)

0	+2	+1	-1	0	-2
RAGE	GRIEF	FEAR	BLISS	LUST	PRIDE

REGRET
CORPORATE SECRET <b>PSS Food Riot Pacifications</b>
YOUR REGRET <b>Under PSS I was ordered to open fire on the starving protesters after the Tsunami. It was a bloody and savage massacre.</b>

DRIVE	
VENGEANCE	<b>REDEMPTION</b>
YOUR DRIVE <b>Reveal the truth about PSS clandestine activities and urban "pacifications"</b>	

## OPERATOR SKILLS

<b>EXPLOSIVES</b>	BAGGAGE <b>GRIEF</b>	EVENT / ISSUE <b>The Tsunami</b>
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SKILL STORY  
**I cleared rubble during the fallout from the Tsunami but wasn't informed on a blast that civilians were still in the zone by PSS forces.**

<b>TACTICS</b>	BAGGAGE <b>FEAR</b>	EVENT / ISSUE <b>Pacific Coast Famine</b>
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SKILL STORY  
**Led a group of refugees including my family through the desperate famine and following food rioting. My leadership saved many lives but I couldn't save everyone I loved.**

<b>MILITARY ARMS</b>	BAGGAGE	EVENT / ISSUE
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SKILL STORY

## HEADSPACE SKILLS

OPERATOR NAME <b>Nike (Runner)</b>	
SKILL NAME	BAGGAGE
<b>Pilot</b>	<b>FEAR</b>
<b>Parkour</b>	<b>LUST</b>
<b>Urban Jungle</b>	

OPERATOR NAME <b>Dr. Stapleton (White Coat)</b>	
SKILL NAME	BAGGAGE
<b>Investigation</b>	<b>BLISS</b>
<b>Psychology</b>	<b>GRIEF</b>
<b>Treat</b>	

OPERATOR NAME <b>Cross (Handler)</b>	
SKILL NAME	BAGGAGE
<b>Coax</b>	<b>PRIDE</b>
<b>Contingency</b>	<b>RAGE</b>
<b>Observation</b>	

OPERATOR NAME <b>Whistler (Tech)</b>	
SKILL NAME	BAGGAGE
<b>Engineering</b>	<b>RAGE</b>
<b>Drones</b>	<b>LUST</b>
<b>Hacking</b>	

HEALTH			
	-1 Ongoing		-4 Ongoing
	-2 Ongoing		-5 Ongoing
	-3 Ongoing		Taken Out

ARMOR	
TYPE	RATING
TYPE	RATING

At-Ease Bonus
DESCRIPTION

RONIN EDGES
<p><b>What is your armor (pick one)?</b></p> <ul style="list-style-type: none"> <li><input type="radio"/> Ballistic Battle Armor (2-armor, +bulky)</li> <li><input type="radio"/> Thermo-optic Cloak (1-armor, +camouflage)</li> <li><input type="radio"/> Subdermal Armor (1-armor, +implant)</li> </ul> <p><b>Which weapon has seen you through the thick and thin (pick one)?</b></p> <ul style="list-style-type: none"> <li><input type="radio"/> The Smart-Linked Silenced Sniper Rifle (3-harm, close/far, +AP +smart)</li> <li><input type="radio"/> The BAC9 40mm Anti-Material Rifle (6-harm, close/far, reload, HEAT)</li> <li><input type="radio"/> The Reaper 6mm Squad Assault Machine Gun (4-harm, close/far, suppressive, messy)</li> </ul> <p><b>What lessons have you learned (pick one)?</b></p> <ul style="list-style-type: none"> <li><input type="radio"/> Fear +1</li> <li><input type="radio"/> Grief +1</li> <li><input type="radio"/> Pride +1</li> </ul>

STYLE	
TYPE	Neon / Trans-human / Net-Head / Corp / Drifter
EYES	
HAIR	
BODY	
CLOTHES	
AVATAR	

GEAR

RONIN UPGRADES
<p>Begin play with one Upgrade from the list below.</p> <ul style="list-style-type: none"> <li><b><input type="radio"/> Wired Reflexes</b> Once per scene you can ignore the Reload constraint on a weapon.</li> <li><b><input type="radio"/> Nanosurgeon Delivery System</b> Once per day you can instantly repair 1 point of Harm.</li> <li><b><input type="radio"/> Juicer</b> Adrenal stimulant system. Once per day enhance your strength and ignore pain. Until the end of this scene: No Ongoing Penalties from Damage. +1-harm to Hand to Hand or Melee attacks. +1 Health Level until the end of scene, which may lead you to being taken out at the end of scene when you lose the temporary Health level.</li> </ul>

## THE MOVES (1/2)

### PROFESSIONAL MOVES

When you use one of your own Skills say what you do and roll + Discipline for the Skill's Baggage.

10+	Succeed without Stress.
7-9	Succeed and add 1 Stress of the Skills Baggage OR Describe failure on your own terms.
6 or less	Succeed and add 3 Stress of the Skills Baggage OR Describe failure on your own terms.

### HEADSPACE MOVES

When you use a Skill from another Operator say what you want do and roll + Discipline equal to the Skills Baggage.

10+	Succeed without emotional interference.
7-9	Make 1 Hard Choice from the list below and reduce the stress track by 1 OR Describe failure on your own terms.
6 or less	Make 2 Hard Choices from the list below and reduce the stress track by 2 OR Describe failure on your own terms. OPTIONAL: Reveal your Regret and Succeed without any Hard Choices (only usable once).

#### RAGE BAGGAGE

#### BLISS BAGGAGE

Ignore something obvious.

Do something wildly inappropriate.

Threaten or assign blame on someone.

Give up more than you should.

Provoke a conflict.

Ignore the risks.

Inflict collateral damage.

Focus on your pleasures.

#### GRIEF BAGGAGE

#### LUST BAGGAGE

Hurt yourself.

Place your personal needs above the team.

Hurt someone else you care for.

Obsess over the forbidden.

Neglect your responsibilities.

Seize by force.

Share your pain and misery.

Protect and conceal an asset.

#### FEAR BAGGAGE

#### PRIDE BAGGAGE

Question your competence.

Believe them without reservation.

Avoid a confrontation at any cost.

Ignore the risks.

Overestimate the danger.

Make an unnecessary sacrifice.

Leave something or someone behind.

Establish expectations in another.

## THE MOVES (2/2)

### IMPROVISED MOVES

When you are confronted with a challenge that neither you nor any other Operator has a Skill for, say what you want to do and roll the dice.

10+	Succeed.
7-9	The GM will offer you a tough bargain or a heavy cost which you must accept to Succeed. OR Describe failure on your own terms.
6 or less	The GM makes a Hard Move and tells you what happens.

### CONNECTION MOVES

When you wish to know someone through your operator's history that could help you, declare who/what you are looking for and roll. Depending on the outcome and current pacing of play, the GM may opt to create a new scene where the connection is made.

10+	Succeed, you find someone that owes you a favour.
7-9	Pick 1 from the list below OR Describe failure on your own terms.
6 or less	Pick 1 from the list below and the GM will make a Hard Move.
	The Contact is untrustworthy.
	The Contact asks for a big favour.
	The Contact hates you but will go along.
	The Contact is under threat from a 3rd party.

OPERATOR NAME **NIKE**

# THE RUNNER

## DISCIPLINES (+2, +1, +0, +0, -1, -2)

-2	-1	+1	0	+2	0
RAGE	GRIEF	FEAR	BLISS	LUST	PRIDE

REGRET
CORPORATE SECRET <b>Red Cross Secret List</b>
YOUR REGRET <b>I ferried VIP's on a Red Cross secret list out out of devastation as the poor lanquished and died.</b>

DRIVE
<b>VENGEANCE</b> REDEMPTION
YOUR DRIVE <b>The Red Cross need to pay for their crimes from the Tsunami, with interest</b>

## OPERATOR SKILLS

PILOT	BAGGAGE <b>FEAR</b>	EVENT / ISSUE <b>Vancouver Island Meltdown</b>
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SKILL STORY  
**I escaped the meltdown of Vancouver Island where my family was living at the time. I Piloted rescue aircraft for the Red Cross, I was one of the last to leave but saw a lot who didn't make it.**

PARKOUR	BAGGAGE <b>LUST</b>	EVENT / ISSUE <b>Quarantine Zones</b>
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SKILL STORY  
**I provided for myself and my love by navigating in and out of the quarantine zones for essential supplies to live.**

URBAN JUNGLE	BAGGAGE	EVENT / ISSUE
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SKILL STORY

## HEADSPACE SKILLS

OPERATOR NAME <b>Cross (The Handler)</b>	
SKILL NAME	BAGGAGE
<b>Coax</b>	<b>PRIDE</b>
<b>Contingency</b>	<b>RAGE</b>
<b>Observation</b>	

OPERATOR NAME <b>Whistler (The Tech)</b>	
SKILL NAME	BAGGAGE
<b>Engineering</b>	<b>RAGE</b>
<b>Drones</b>	<b>LUST</b>
<b>Hacking</b>	

OPERATOR NAME <b>Dr. Stapleton (The Whitecoat)</b>	
SKILL NAME	BAGGAGE
<b>Investigation</b>	<b>BLISS</b>
<b>Psychology</b>	<b>GRIEF</b>
<b>Treat</b>	

OPERATOR NAME <b>Yoshi (The Ronin)</b>	
SKILL NAME	BAGGAGE
<b>Explosives</b>	<b>GRIEF</b>
<b>Tactics</b>	<b>FEAR</b>
<b>Military Arms</b>	

HEALTH			
	-1 Ongoing		-4 Ongoing
	-2 Ongoing		-5 Ongoing
	-3 Ongoing		Taken Out

ARMOR	
TYPE	RATING
TYPE	RATING

At-Ease Bonus (Escape Route)
DESCRIPTION

RUNNER EDGES
<p><b>What is your ride (pick one)?</b></p> <ul style="list-style-type: none"> <li><input type="radio"/> Kaneda Cyberbike (1-armor, +speed) 1 pilot, recumbent design, max speed 130mph</li> <li><input type="radio"/> Torque All Wheel Drive Transport Truck (2-armor, +load, +tow) 2 crew, storage area, max speed 70mph</li> <li><input type="radio"/> Arclight "Sliver" Spinner Aerodyne (1-armor, +flight) 1 pilot, 4 passengers, max speed 200mph</li> </ul> <p><b>What is your escape route (At-Ease bonus) (pick one)?</b></p> <ul style="list-style-type: none"> <li><input type="radio"/> The Rooftops (+1)</li> <li><input type="radio"/> The Underground (+1)</li> <li><input type="radio"/> The Alleyways (+1)</li> </ul> <p><b>What lessons have you learned (pick one)?</b></p> <ul style="list-style-type: none"> <li><input type="radio"/> Bliss +1</li> <li><input type="radio"/> Grief +1</li> <li><input type="radio"/> Rage +1</li> </ul>

STYLE	
TYPE	Neon / Trans-human / Net-Head / Corp / Drifter
EYES	
HAIR	
BODY	
CLOTHES	
AVATAR	

GEAR

RUNNER UPGRADES
<p>Begin play with one Upgrade from the list below..</p> <ul style="list-style-type: none"> <li><input type="radio"/> <b>Vehicle Headspace Link</b> Connect your ride to the Headspace and drive remotely.</li> <li><input type="radio"/> <b>Muscle and Bone Stabilizers</b> Once per scene, Ignore up to 3 Harm from the first fall or crash.</li> <li><input type="radio"/> <b>Locomotive Cyberleges</b> Once per 8 hours you can run at up to 60mph for the duration of a scene.</li> </ul>

## THE MOVES (1/2)

### PROFESSIONAL MOVES

When you use one of your own Skills say what you do and roll + Discipline for the Skill's Baggage.

10+	Succeed without Stress.
7-9	Succeed and add 1 Stress of the Skills Baggage OR Describe failure on your own terms.
6 or less	Succeed and add 3 Stress of the Skills Baggage OR Describe failure on your own terms.

### HEADSPACE MOVES

When you use a Skill from another Operator say what you want do and roll + Discipline equal to the Skills Baggage.

10+	Succeed without emotional interference.
7-9	Make 1 Hard Choice from the list below and reduce the stress track by 1 OR Describe failure on your own terms.
6 or less	Make 2 Hard Choices from the list below and reduce the stress track by 2 OR Describe failure on your own terms. OPTIONAL: Reveal your Regret and Succeed without any Hard Choices (only usable once).

#### RAGE BAGGAGE

#### BLISS BAGGAGE

Ignore something obvious.

Do something wildly inappropriate.

Threaten or assign blame on someone.

Give up more than you should.

Provoke a conflict.

Ignore the risks.

Inflict collateral damage.

Focus on your pleasures.

#### GRIEF BAGGAGE

#### LUST BAGGAGE

Hurt yourself.

Place your personal needs above the team.

Hurt someone else you care for.

Obsess over the forbidden.

Neglect your responsibilities.

Seize by force.

Share your pain and misery.

Protect and conceal an asset.

#### FEAR BAGGAGE

#### PRIDE BAGGAGE

Question your competence.

Believe them without reservation.

Avoid a confrontation at any cost.

Ignore the risks.

Overestimate the danger.

Make an unnecessary sacrifice.

Leave something or someone behind.

Establish expectations in another.

## THE MOVES (2/2)

### IMPROVISED MOVES

When you are confronted with a challenge that neither you nor any other Operator has a Skill for, say what you want to do and roll the dice.

10+	Succeed.
7-9	The GM will offer you a tough bargain or a heavy cost which you must accept to Succeed. OR Describe failure on your own terms.
6 or less	The GM makes a Hard Move and tells you what happens.

### CONNECTION MOVES

When you wish to know someone through your operator's history that could help you, declare who/what you are looking for and roll. Depending on the outcome and current pacing of play, the GM may opt to create a new scene where the connection is made.

10+	Succeed, you find someone that owes you a favour.
7-9	Pick 1 from the list below OR Describe failure on your own terms.
6 or less	Pick 1 from the list below and the GM will make a Hard Move.
	The Contact is untrustworthy.
	The Contact asks for a big favour.
	The Contact hates you but will go along.
	The Contact is under threat from a 3rd party.



# THE HANDLER

OPERATOR NAME **CROSS**

## DISCIPLINES (+2, +1, +0, +0, -1, -2)

+2	0	-2	-1	0	+1
RAGE	GRIEF	FEAR	BLISS	LUST	PRIDE

**REGRET**

CORPORATE SECRET **Applied Optimism**

YOUR REGRET  
*I managed the project to find a cure, in an effort to keep my own job I fudged a few reports, never knew it would actually go into use...*

**DRIVE**

VENGEANCE

**REDEMPTION**

YOUR DRIVE  
*Reveal to the people that AO has no cure, accept blame if required.*

## OPERATOR SKILLS

<b>COAX</b>	BAGGAGE <b>PRIDE</b>	EVENT / ISSUE <b>Flu Quarantine Zones</b>
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SKILL STORY  
*I worked for Pacific Security Solutions (PSS) to ensure people got the help they needed in the quarantine zones. Saved alot of lives but PSS was near impossible to hold back, I saved the majority of those in my care.*

<b>CONTINGENCY</b>	BAGGAGE <b>RAGE</b>	EVENT / ISSUE <b>Famine / Food Riots</b>
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SKILL STORY  
*Attempted to control all the various parties in conflict during the Food Riots obut the chaos was too much and in the end all I could do was watch the PSS massacre from the screens.*

<b>OBSERVATION</b>	BAGGAGE	EVENT / ISSUE
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SKILL STORY

## HEADSPACE SKILLS

OPERATOR NAME **Nike (The Runner)**

SKILL NAME	BAGGAGE
Pilot	FEAR
Parkour	LUST
Urban Jungle	

OPERATOR NAME **Whistler (The Tech)**

SKILL NAME	BAGGAGE
Engineering	RAGE
Drones	LUST
Hacking	

OPERATOR NAME **Dr. Stapleton (The Whitecoat)**

SKILL NAME	BAGGAGE
Investigation	BLISS
Psychology	GRIEF
Treat	

OPERATOR NAME **Yoshi (The Ronin)**

SKILL NAME	BAGGAGE
Explosives	GRIEF
Tactics	FEAR
Military Arms	

HEALTH			
	-1 Ongoing		-4 Ongoing
	-2 Ongoing		-5 Ongoing
	-3 Ongoing		Taken Out

ARMOR	
TYPE	RATING
TYPE	RATING

At-Ease Bonus (NONE)
DESCRIPTION

HANDLER EDGES
<p><b>Where do you have embeded agents (pick one)?</b></p> <ul style="list-style-type: none"> <li><input type="radio"/> The Government</li> <li><input type="radio"/> A Corporation (pick from setting list)</li> <li><input type="radio"/> High Society</li> </ul> <p><b>Who can you call on for help/muscle (pick one)?</b></p> <ul style="list-style-type: none"> <li><input type="radio"/> Street Toughs (name the gang)</li> <li><input type="radio"/> Corporate Operators (pick from setting list)</li> <li><input type="radio"/> The People (name a civillian group)</li> </ul> <p><b>What lessons have you learned (pick one)?</b></p> <ul style="list-style-type: none"> <li><input type="radio"/> Pride +1</li> <li><input type="radio"/> Fear +1</li> <li><input type="radio"/> Rage +1</li> </ul>

STYLE	
TYPE	Neon / Trans-human / Net-Head / Corp / Drifter
EYES	
HAIR	
BODY	
CLOTHES	
AVATAR	

GEAR

HANDLER UPGRADES
<p>Begin play with one Upgrade from the list below, you can add an additional upgrade every XX experience.</p> <ul style="list-style-type: none"> <li><b><input type="radio"/> Rabbit Earts</b> Audio enhancement suite. Includes a Level dampener, Enhanced hearing range (sub/supersonic), radio/cell link and music system.</li> <li><b><input type="radio"/> Skin Weave</b> Nanowoven skin armor (1-armor, +implant, +concealed).</li> <li><b><input type="radio"/> Sensation Processor</b> Enhanced sensory system: smell, touch and taste. Identify chemical compounds.</li> </ul>

## THE MOVES (1/2)

### PROFESSIONAL MOVES

When you use one of your own Skills say what you do and roll + Discipline for the Skill's Baggage.

10+	Succeed without Stress.
7-9	Succeed and add 1 Stress of the Skills Baggage OR Describe failure on your own terms.
6 or less	Succeed and add 3 Stress of the Skills Baggage OR Describe failure on your own terms.

### HEADSPACE MOVES

When you use a Skill from another Operator say what you want do and roll + Discipline equal to the Skills Baggage.

10+	Succeed without emotional interference.
7-9	Make 1 Hard Choice from the list below and reduce the stress track by 1 OR Describe failure on your own terms.
6 or less	Make 2 Hard Choices from the list below and reduce the stress track by 2 OR Describe failure on your own terms. OPTIONAL: Reveal your Regret and Succeed without any Hard Choices (only usable once).

#### RAGE BAGGAGE

#### BLISS BAGGAGE

Ignore something obvious.

Do something wildly inappropriate.

Threaten or assign blame on someone.

Give up more than you should.

Provoke a conflict.

Ignore the risks.

Inflict collateral damage.

Focus on your pleasures.

#### GRIEF BAGGAGE

#### LUST BAGGAGE

Hurt yourself.

Place your personal needs above the team.

Hurt someone else you care for.

Obsess over the forbidden.

Neglect your responsibilities.

Seize by force.

Share your pain and misery.

Protect and conceal an asset.

#### FEAR BAGGAGE

#### PRIDE BAGGAGE

Question your competence.

Believe them without reservation.

Avoid a confrontation at any cost.

Ignore the risks.

Overestimate the danger.

Make an unnecessary sacrifice.

Leave something or someone behind.

Establish expectations in another.

## THE MOVES (2/2)

### IMPROVISED MOVES

When you are confronted with a challenge that neither you nor any other Operator has a Skill for, say what you want to do and roll the dice.

10+	Succeed.
7-9	The GM will offer you a tough bargain or a heavy cost which you must accept to Succeed. OR Describe failure on your own terms.
6 or less	The GM makes a Hard Move and tells you what happens.

### CONNECTION MOVES

When you wish to know someone through your operator's history that could help you, declare who/what you are looking for and roll. Depending on the outcome and current pacing of play, the GM may opt to create a new scene where the connection is made.

10+	Succeed, you find someone that owes you a favour.
7-9	Pick 1 from the list below OR Describe failure on your own terms.
6 or less	Pick 1 from the list below and the GM will make a Hard Move.
	The Contact is untrustworthy.
	The Contact asks for a big favour.
	The Contact hates you but will go along.
	The Contact is under threat from a 3rd party.

# THE TECH

OPERATOR NAME **WHISTLER**

## DISCIPLINES (+2, +1, +0, +0, -1, -2)

+2	-1	-2	0	+1	0
RAGE	GRIEF	FEAR	BLISS	LUST	PRIDE

REGRET
CORPORATE SECRET <b>3H Geo-Thermal Issues</b>
YOUR REGRET Designed advanced geothermal plants for 3H I have since learned that 3H used my tech in an area I recommended against and may have actually caused the great Pacific Tsunami.

DRIVE
<b>VENGEANCE</b> REDEMPTION
YOUR DRIVE I have a list of the 3H Board members during the Tsunami, 9 to go...

## OPERATOR SKILLS

ENGINEERING	BAGGAGE <b>RAGE</b>	EVENT / ISSUE <b>Sterility/Stillbirths</b>
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SKILL STORY  
I designed low cost filtration systems for SinOpec but once the tech was made they locked down the patents for other purposes.

DRONES	BAGGAGE <b>LUST</b>	EVENT / ISSUE <b>Tsunami</b>
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SKILL STORY  
I won't rest until the 3H execs burn in hell for what they did with my creation. To that end I have take my own steps to end their threat with specialized attack drones.

HACKING	BAGGAGE	EVENT / ISSUE
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SKILL STORY

## HEADSPACE SKILLS

OPERATOR NAME <b>Dr. Stapleton (The Whitecoat)</b>	
SKILL NAME	BAGGAGE
Investigation	BLISS
Psychology	GRIEF
Treat	

OPERATOR NAME <b>Yoshi (The Ronin)</b>	
SKILL NAME	BAGGAGE
Explosives	GRIEF
Tactics	FEAR
Military Arms	

OPERATOR NAME <b>Nike (The Runner)</b>	
SKILL NAME	BAGGAGE
Pilot	FEAR
Parkour	LUST
Urban Jungle	

OPERATOR NAME <b>Cross (The Handler)</b>	
SKILL NAME	BAGGAGE
Coax	PRIDE
Contingency	RAGE
Observation	

HEALTH			
	-1 Ongoing		-4 Ongoing
	-2 Ongoing		-5 Ongoing
	-3 Ongoing		Taken Out

ARMOR	
TYPE	RATING
TYPE	RATING

At-Ease Bonus (Technology)
DESCRIPTION

TECH EDGES
<p><b>What is your drone (pick one)?</b></p> <ul style="list-style-type: none"> <li><input type="radio"/> Surveillance Drone (+flight, +silent, +A/V Suite, +IR/UV/Thermo Camera)</li> <li><input type="radio"/> Worker Drone (+flight, +loud, +load, +tools)</li> <li><input type="radio"/> Attack Drone (+flight, mini-missile rack: 3-harm, close/far, Reload, loud)</li> </ul> <p><b>Where do you work and occasionally live (pick one)?</b></p> <ul style="list-style-type: none"> <li><input type="radio"/> A chop shop in a rough neighbourhood (name the hood).</li> <li><input type="radio"/> A beat-up panel van with the contents of a small radio shack.</li> <li><input type="radio"/> A protected corporate garage (pick from setting list)</li> </ul> <p><b>What technology puts you At-Ease (pick one)?</b></p> <ul style="list-style-type: none"> <li><input type="radio"/> Weapons +1</li> <li><input type="radio"/> Electronics +1</li> <li><input type="radio"/> Vehicles +1</li> </ul>

STYLE	
TYPE	Neon / Trans-human / Net-Head / Corp / Drifter
EYES	
HAIR	
BODY	
CLOTHES	
AVATAR	

GEAR

TECH UPGRADES
<p>Begin play with one Upgrade from the list below, you can add an additional upgrade every XX experience.</p> <ul style="list-style-type: none"> <li><b><input type="radio"/> Toolbox Cyber limb</b> Most every tool imaginable as a swiss army knife in your finger tips or thigh.</li> <li><b><input type="radio"/> E/M Shielding</b> Stun resistant armor (2-S-armor, +implant).</li> <li><b><input type="radio"/> Detachable Eyeball</b> Video feed, zoom. Just don't lose it.</li> </ul>

## THE MOVES (1/2)

### PROFESSIONAL MOVES

When you use one of your own Skills say what you do and roll + Discipline for the Skill's Baggage.

**10+** Succeed without Stress.

**7-9** Succeed and add 1 Stress of the Skills Baggage OR Describe failure on your own terms.

**6 or less** Succeed and add 3 Stress of the Skills Baggage OR Describe failure on your own terms.

### HEADSPACE MOVES

When you use a Skill from another Operator say what you want do and roll + Discipline equal to the Skills Baggage.

**10+** Succeed without emotional interference.

**7-9** Make 1 Hard Choice from the list below and reduce the stress track by 1  
OR Describe failure on your own terms.

**6 or less** Make 2 Hard Choices from the list below and reduce the stress track by 2  
OR Describe failure on your own terms.  
OPTIONAL: Reveal your Regret and Succeed without any Hard Choices (only usable once).

#### RAGE BAGGAGE

Ignore something obvious.

Threaten or assign blame on someone.

Provoke a conflict.

Inflict collateral damage.

#### GRIEF BAGGAGE

Hurt yourself.

Hurt someone else you care for.

Neglect your responsibilities.

Share your pain and misery.

#### FEAR BAGGAGE

Question your competence.

Avoid a confrontation at any cost.

Overestimate the danger.

Leave something or someone behind.

#### BLISS BAGGAGE

Do something wildly inappropriate.

Give up more than you should.

Ignore the risks.

Focus on your pleasures.

#### LUST BAGGAGE

Place your personal needs above the team.

Obsess over the forbidden.

Seize by force.

Protect and conceal an asset.

#### PRIDE BAGGAGE

Believe them without reservation.

Ignore the risks.

Make an unnecessary sacrifice.

Establish expectations in another.

## THE MOVES (2/2)

### IMPROVISED MOVES

When you are confronted with a challenge that neither you nor any other Operator has a Skill for, say what you want to do and roll the dice.

10+	Succeed.
7-9	The GM will offer you a tough bargain or a heavy cost which you must accept to Succeed. OR Describe failure on your own terms.
6 or less	The GM makes a Hard Move and tells you what happens.

### CONNECTION MOVES

When you wish to know someone through your operator's history that could help you, declare who/what you are looking for and roll. Depending on the outcome and current pacing of play, the GM may opt to create a new scene where the connection is made.

10+	Succeed, you find someone that owes you a favour.
7-9	Pick 1 from the list below OR Describe failure on your own terms.
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	The Contact hates you but will go along.
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OPERATOR NAME **Dr. STAPLETON**

# THE WHITECOAT

## DISCIPLINES (+2, +1, +0, +0, -1, -2)

-1	+1	0	+2	0	-2
RAGE	GRIEF	FEAR	BLISS	LUST	PRIDE

### REGRET

CORPORATE SECRET **3H "oil lines"**

YOUR REGRET  
*In my investigations for the flu I discovered that 3H was moving unknown content through it's oil lines during the Tsunami.*

### DRIVE

**VENGEANCE**

REDEMPTION

YOUR DRIVE  
*Track down those responsible for pumping the chemicals through the lines, bring to justice*

## OPERATOR SKILLS

INVESTIGATION

BAGGAGE **BLISS**

EVENT / ISSUE **Flu Pandemic**

SKILL STORY

*Hired by the Red Cross to do follow-up investigations regarding the causes of the Flu Pandemic, while working with the locals I developed a severe drug dependence.*

PSYCHOLOGY

BAGGAGE **GRIEF**

EVENT / ISSUE **Food Riots**

SKILL STORY

*Worked at a rough clinic during the devastating PSS suppression of food rioters. Treated more mental trauma than I care to remember.*

TREAT

BAGGAGE

EVENT / ISSUE

SKILL STORY

## HEADSPACE SKILLS

OPERATOR NAME **Yoshi (The Ronin)**

SKILL NAME	BAGGAGE
<b>Explosives</b>	<b>GRIEF</b>
<b>Tactics</b>	<b>FEAR</b>
<b>Military Arms</b>	

OPERATOR NAME **Nike (The Runner)**

SKILL NAME	BAGGAGE
<b>Pilot</b>	<b>FEAR</b>
<b>Parkour</b>	<b>LUST</b>
<b>Urban Jungle</b>	

OPERATOR NAME **Cross (The Handler)**

SKILL NAME	BAGGAGE
<b>Coax</b>	<b>PRIDE</b>
<b>Contingency</b>	<b>RAGE</b>
<b>Observation</b>	

OPERATOR NAME **Whistler (The Tech)**

SKILL NAME	BAGGAGE
<b>Engineering</b>	<b>RAGE</b>
<b>Drones</b>	<b>LUST</b>
<b>Hacking</b>	

HEALTH			
	-1 Ongoing		-4 Ongoing
	-2 Ongoing		-5 Ongoing
	-3 Ongoing		Taken Out

ARMOR	
TYPE	RATING
TYPE	RATING

At-Ease Bonus (Medical)
DESCRIPTION

WHITECOAT EDGES
<p><b>What is your medical At-Ease bonus (pick one)?</b></p> <ul style="list-style-type: none"> <li><input type="radio"/> Drugs +1</li> <li><input type="radio"/> Gun Shots +1</li> <li><input type="radio"/> Neurology +1</li> </ul> <p><b>Where do you work and occasionally live (pick one)?</b></p> <ul style="list-style-type: none"> <li><input type="radio"/> A sterile, professional and bureaucratic hospital (name it).</li> <li><input type="radio"/> The cramped, impoverished but essential clinic you run on the streets (what neighbourhood?).</li> <li><input type="radio"/> Your illicit underground clinic and cybernetic chop-shop (who do you pay off to keep it safe?).</li> </ul> <p><b>What lessons have you learned (pick one)?</b></p> <ul style="list-style-type: none"> <li><input type="radio"/> Bliss +1</li> <li><input type="radio"/> Rage +1</li> <li><input type="radio"/> Lust +1</li> </ul>

STYLE	
TYPE	Neon / Trans-human / Net-Head / Corp / Drifter
EYES	
HAIR	
BODY	
CLOTHES	
AVATAR	

GEAR

WHITECOAT UPGRADES
<p>Begin play with one Upgrade from the list below, you can add an additional upgrade every XX experience.</p> <ul style="list-style-type: none"> <li><b>Medical Suite</b> Air hypo with drug storage, vital monitor and essential surgeons tools in your arms or legs. Using Treat you can heal up to 2 Health without cost or 3 with Cost.</li> <li><b>Lung Mods</b> Filters out most airborne toxins and you can hold you breath for up to 20 minutes.</li> <li><b>Defibrillator Cyber Palms</b> Electro shock paddles built into your hands for stabilizing a Taken Out operator. Can also be used as an improvised stun weapon (3-S-harm, intimate, reload, loud).</li> </ul>

## THE MOVES (1/2)

### PROFESSIONAL MOVES

When you use one of your own Skills say what you do and roll + Discipline for the Skill's Baggage.

10+	Succeed without Stress.
7-9	Succeed and add 1 Stress of the Skills Baggage OR Describe failure on your own terms.
6 or less	Succeed and add 3 Stress of the Skills Baggage OR Describe failure on your own terms.

### HEADSPACE MOVES

When you use a Skill from another Operator say what you want do and roll + Discipline equal to the Skills Baggage.

10+	Succeed without emotional interference.
7-9	Make 1 Hard Choice from the list below and reduce the stress track by 1 OR Describe failure on your own terms.
6 or less	Make 2 Hard Choices from the list below and reduce the stress track by 2 OR Describe failure on your own terms. OPTIONAL: Reveal your Regret and Succeed without any Hard Choices (only usable once).

#### RAGE BAGGAGE

#### BLISS BAGGAGE

Ignore something obvious.

Do something wildly inappropriate.

Threaten or assign blame on someone.

Give up more than you should.

Provoke a conflict.

Ignore the risks.

Inflict collateral damage.

Focus on your pleasures.

#### GRIEF BAGGAGE

#### LUST BAGGAGE

Hurt yourself.

Place your personal needs above the team.

Hurt someone else you care for.

Obsess over the forbidden.

Neglect your responsibilities.

Seize by force.

Share your pain and misery.

Protect and conceal an asset.

#### FEAR BAGGAGE

#### PRIDE BAGGAGE

Question your competence.

Believe them without reservation.

Avoid a confrontation at any cost.

Ignore the risks.

Overestimate the danger.

Make an unnecessary sacrifice.

Leave something or someone behind.

Establish expectations in another.

## THE MOVES (2/2)

### IMPROVISED MOVES

When you are confronted with a challenge that neither you nor any other Operator has a Skill for, say what you want to do and roll the dice.

10+	Succeed.
7-9	The GM will offer you a tough bargain or a heavy cost which you must accept to Succeed. OR Describe failure on your own terms.
6 or less	The GM makes a Hard Move and tells you what happens.

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