

# HEADSPACE

## THE RONIN

Once, you loved your job. You took pride in your tactical successes and the performance of your unit. You were the sort of officer people dreamed about serving with; a tough, fair commander prepared to live or die alongside their brothers and sisters in arms. The final straw was one you don't talk about it, or all the almost-final straws before it. You wanted out, but they didn't want to let you go. Nightmares about what it took to get out alive still linger in your subconscious, striking with military precision and leaving you devastated in the dark of night. A soldier without an army, a unit cut off from serving any corporation or government. Only within the Headspace have you found new brothers and sisters to fight alongside, but that doesn't change that some part

of you is still alone, still without a people. Now, you fight for the people who will never know you, the ones being victimized and ruled over by the corps. Life as you knew it is no longer possible, but the skills you've brought with you cannot be taken away from you. They can't even be taken from your Cell when you die. The Headspace brings a small measure of peace to you because of that. Even in death, you will make the corps pay for the sins they have committed, including the ones you once committed in their name.

## OPERATOR SKILLS

### EXPLOSIVES

If you can make something explode, or keep it from doing so, you could have written the book on it. Everyone expects professional bombs, or IEDs. No one expects an expertly spliced together explosive made out of materials they could have found in their own house. To you, everything is a possible material for an explosive, be it a briefcase to house a bomb, the tape to hold the explosive material in place to the bottom of a building, or the homemade shrapnel out of your junk drawer. Corporate office cleaning supplies, faulty wiring and engine blocks are all potential explosives, just waiting for you to set them off.

### TACTICS

There are few people in the world that can do the damage you can with a small unit of like minded individuals. You're not the one with the contingency plan, but you do know how to fight even in the most cramped and far from ideal surroundings. You know sightlines like the backs of your hands, and just where to put your people to hit the hardest. Being outnumbered isn't a problem when your unit can eliminate most of the enemy before they ever know they have a problem behind their lines. Profiling the tactics of other groups, be they corp, gang, or independent, is part why you're so damn good at your job.

### FIREARMS

From the smallest conventional gun to the most intimidating experimental weapons, you can shoot them all. You have a born sharpshooter's intuitive understanding of military grade weapons, and can make a shot regardless of weather or surroundings. The work of a sniper takes finesse and exquisite focus, while firing a rocket launcher that could break some people's arms requires an understanding of using physics to keep from ripping your arms off, all qualities that you thankfully possess. Where other people may be afraid of the kind of weaponry you use with ease, you only see tools, each uniquely suited for different jobs.

## THE MOVES

### 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 for the Skills Baggage.

10+	Succeed without emotional interference.
7-9	The GM will give you 1 Hard Choice from the list below and reduce the stress track by 1 OR Describe failure on your own terms.
6 or less	The GM will give you 2 Hard Choices from the list below and reduce the stress track by 2 OR Describe failure on your own terms.

### IMPROVISED MOVES

When you are confronted with a challenge that neither you nor any other Operator has a Skill for, say what you want todo and roll the + Discipline of the highest stress track.

10+	Succeed without emotional interference
7-9	Succeed but the GM will also make a Move. OR Describe failure on your own terms.
6 or less	The GM makes a Move and tells you what happens. AND a Project achieves a Milestone

### HARD CHOICES

RAGE BAGGAGE	BLISS BAGGAGE
Ignore something obvious.	Do something wildly inappropriate.
Threaten or assign blame to someone.	Place your personal needs above the team.
Provoke a conflict.	Ignore the risks.
Inflict collateral damage.	Focus on your pleasures.
GRIEF BAGGAGE	DESIRE BAGGAGE
Put yourself in harm's way.	Place your personal needs above the team.
Hurt someone you care for.	Obsess over the forbidden.
Neglect your responsibilities.	Steal what you want.
Share your pain and misery.	Protect and conceal an asset or resource.
FEAR BAGGAGE	PRIDE BAGGAGE
Question your competence.	Overestimate your competence.
Avoid a confrontation at any cost.	Ignore the risks.
Overstimate the danger.	Refuse assistance.
Leave something or someone behind.	Sacrifice your dignity.

For more information go to [www.greenhatdesigns.com](http://www.greenhatdesigns.com)

OPERATOR NAME **YOSHI**

# THE RONIN

## DISCIPLINES (+3 +2, +1, +0, +0, -1)

<b>0</b>	<b>+2</b>	<b>+1</b>	<b>-1</b>	<b>0</b>	<b>+3</b>
<b>RAGE</b>	<b>GRIEF</b>	<b>FEAR</b>	<b>BLISS</b>	<b>DESIRE</b>	<b>PRIDE</b>

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> REVEAL TO PREVENT A 2 HARD CHOICE COMPEL	

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>Massive Tsunami</b>
SKILL STORY <b>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>		
<b>TACTICS</b>	BAGGAGE <b>FEAR</b>	EVENT / ISSUE <b>Pacific Coast Famine</b>
SKILL STORY <b>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>		
<b>FIREARMS</b>	BAGGAGE <b>PRIDE</b>	EVENT / ISSUE <b>Food Riots</b>
SKILL STORY <b>Defended corporate VIP's during the food riots putting down rioters and got my team out alive.</b>		

## HEADSPACE SKILLS

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

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

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

ARMOUR	
TYPE	RATING
TYPE	RATING

RONIN EDGES
<p><b>GEAR: What is your armor (pick one)?</b></p> <ul style="list-style-type: none"> <li><input type="radio"/> Ballistic Battle Armor (2-armor, +obvious, +Heads Up Display, Visual/Audio Suite)</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>GEAR: 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>AT-EASE: What motivates you to fight and gives you peace of mind (pick one)?</b></p> <ul style="list-style-type: none"> <li><input type="radio"/> Protecting the Innocent +1</li> <li><input type="radio"/> For Honour +1</li> <li><input type="radio"/> For Glory +1</li> </ul>

STYLE	
TYPE	Neon / Trans-human / Net-Head / Corporate / 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 and an additional point at the end of the day.</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>

# HEADSPACE

## THE RUNNER

You've done it all. Wheelman, bag man, courier, messenger. If it goes in the air, on the ground, or in the water, you know how to pilot it. Even your own body is a finely tooled instrument for navigating the city, using parkour to go from roof top to alley floor and back again. The city's topography is as known to you as the few faded scars you have from the early days of learning how to climb the city itself. It doesn't matter that you were never a suit, corps got into your life, just like they get into anyone's. Whether you were a driver for a small tactical unit or a courier with a briefcase latched to their wrist, you had your own long, dark look into just how terrible things are. It was enough to make you want to push back. Helping people in need in the city treats a symptom, and

not the disease. As much as you love your city and the people in it, they're being destroyed by a system bent on crushing everyone outside it. No matter how horrified it makes you to run deeper into this world, you have allies to depend on, and a city to liberate. And you'll do it all with a birds' eye view.

## OPERATOR SKILLS

### PILOT

If it moves, you can make it go. Land, sky, sea, the shape of the landscape doesn't matter, because you can drive over them all, and leave anyone who tries to follow as so much flaming wreckage behind you. This expertise makes you the perfect wheelman for any op. Regardless of environment you can spot or lose a tail, defend or attack with your vehicle, and are familiar with performing each of these functions under a variety of conditions, from the most ideal traffic to being under heavy fire in the worst environments possible. You can escape, shadow, or kill someone with your skills behind a wheel.

### PARKOUR

You know the city with your whole body. Where someone sees a dead end, you know to look up, and how to find your way from ground to sky and back again. You can get anywhere your feet or hands can carry you, allowing you to travel swiftly and discretely, while giving you an edge when being tailed on foot or by someone in a ground vehicle. Parkour can also be used to fight—taking out a corp bag man isn't so hard when you can use an alley wall against the guy who thought he had you. The city treats you well for knowing it as you do.

### URBAN JUNGLE

If you need anything in the city, you know where to find it. Your understanding of the city includes its physical and cultural terrain. Looking for a safe haven for a night—or even longer—is well within your skill set. The movements of gangs and corps throughout the city are things you keep track of, and understand the possible meanings behind unusual activity in the city at large. Tracking down a piece of gear in the place you call home is just a matter of knowing where to look. And if someone gets the drop on you anywhere in the city, running them straight through the right gang's territory will take care of them for you.

## THE MOVES

### PROFESSIONAL MOVES

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Hurt someone you care for.	Obsess over the forbidden.
Neglect your responsibilities.	Steal what you want.
Share your pain and misery.	Protect and conceal an asset or resource.
FEAR BAGGAGE	PRIDE BAGGAGE
Question your competence.	Overestimate your competence.
Avoid a confrontation at any cost.	Ignore the risks.
Overstimate the danger.	Refuse assistance.
Leave something or someone behind.	Sacrifice your dignity.

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OPERATOR NAME **NIKE**

# THE RUNNER

## DISCIPLINES (+3 +2, +1, +0, +0, -1)

0	-1	+2	+1	+3	0
RAGE	GRIEF	FEAR	BLISS	DESIRE	PRIDE

REGRET
CORPORATE SECRET <b>Red Cross Secret List</b>
YOUR REGRET <b>I ferried VIP's on a Red Cross secret list out of devastation as the poor lanquished and died.</b>
REVEAL TO PREVENT A 2 HARD CHOICE COMPEL

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>Massive Tsunami</b>
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SKILL STORY  
**I escaped the Tsunami 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>DESIRE</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 <b>BLISS</b>	EVENT / ISSUE <b>Post-Tsunami Quake</b>
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SKILL STORY  
**Deilvered messages to the worst and most dangerous parts of the city, I was well rewarded for my actions.**

## 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>	<b>FEAR</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>	<b>PRIDE</b>

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

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

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

ARMOUR	
TYPE	RATING
TYPE	RATING

RUNNER EDGES
<p><b>GEAR: What is your ride (pick one)?</b></p> <ul style="list-style-type: none"> <li><input type="radio"/> Kaneda Cyberbike (2-armor, +speed) 1 pilot, 1 passenger, recumbent design, max speed 130mph</li> <li><input type="radio"/> Torque All Wheel Drive Transport Truck (3-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>ASSET: What group do you trust to watch your back on the streets (pick one)?</b></p> <ul style="list-style-type: none"> <li><input type="radio"/> Biker Gang (name them)</li> <li><input type="radio"/> The Police (name the detective)</li> <li><input type="radio"/> Private Security (pick a Corporation, define an Agent)</li> </ul> <p><b>AT-EASE: Where are you most at home (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>

STYLE	
TYPE	Neon / Trans-human / Net-Head / Corporate / 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 or crush.</li> <li><input type="radio"/> <b>Locomotive Cyberleges</b> Once per 8 hours you can move at up to 60mph for a scene.</li> </ul>



# HEADSPACE

## THE HANDLER

You're the one with the plan. Before all this, you were respected, managing the kind of corporate and military assets that would make the people working above you salivate. It was a great way to make money hand over fist, but it was also a great way to lose your soul. Getting out of the office and being "hands on" meant that you couldn't isolate yourself from the calls you made, or what your assets did in the field. Negotiating for cease-fires or hostage releases was where you started to feel like your life was a nightmare. Saving lives reminded you of all the ones you'd helped see end, many of them with a simple phone call. You were the top brass' golden child, and now you've thrown that all away. You're the guardian angel for your Cell, making sure everyone gets

out alive by always having a backup plan. Regardless of your drives, you're all united by wanting to take down the system many of you once belonged to. The same system that grinds the world under its feet and nearly took your humanity. Everything you learned about planning, coercing, and negotiating is all poured into your new calling: taking the corps down, one day at a time.

## OPERATOR SKILLS

### COAX

Whether you need to bribe, threaten or console, you can get what you need out of the person who has it. There is nothing you can't get done—or get your hands on—with a few well-chosen words. The way to play every person regardless of who they are, the nuances of social engineering and subtle threats, are all just a part of the job. Most people want to help out someone else, but they need to be given the opportunity to do that. The worried phone call to IT from a clerk who locked themselves out of their terminal or helping the single parent late to their kid's recital get in the building to grab a forgotten briefcase is a chance to be a hero. You're just giving them an opportunity to feel better about themselves.

### CONTINGENCY

It doesn't matter how the plan was ruined, because you already planned for that to happen. You can anticipate the moves of your opponents because you've seen all this go down before. When the inevitable happens and an op goes sideways, you're never without a backup plan, or a substitute for a dysfunctional, yet vital, piece of gear. Your fallback plans have their own fallback plans. This cascade of contingency plans doesn't just save your neck; it gives insight into how others may have constructed their own contingency plans. Contingency is like playing chess against yourself, and you play to win.

### OBSERVATION

Nothing gets past you in any environment. There's always something moving, and you'll spot it. Surveillance is child's play. Counter-surveillance is where you get to have real fun. Spotting out of place people or items, unusual traffic, signs of security systems, people acting out of character, spotting snipers or rival surveillance are all part of the daily routine. The core of observation is constant situational awareness, an unwillingness to skip over even the smallest details around you. This makes you well suited to make initial contact with new groups, and invaluable to have on hand when watching surveillance footage.

## THE MOVES

### PROFESSIONAL MOVES

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Share your pain and misery.	Protect and conceal an asset or resource.
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Overstimate the danger.	Refuse assistance.
Leave something or someone behind.	Sacrifice your dignity.

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OPERATOR NAME **CROSS**

# THE HANDLER

## DISCIPLINES (+3 +2, +1, +0, +0, -1)

+2	0	+1	-1	0	+3
RAGE	GRIEF	FEAR	BLISS	DESIRE	PRIDE

REGRET
CORPORATE SECRET <b>Applied Optimism</b>
YOUR REGRET <b>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...</b>
REVEAL TO PREVENT A 2 HARD CHOICE COMPEL

DRIVE	
VENGEANCE	<b>REDEMPTION</b>
YOUR DRIVE <b>Reveal to the people that AO has no cure, accept blame if required.</b>	

## OPERATOR SKILLS

COAX	BAGGAGE <b>PRIDE</b>	EVENT / ISSUE <b>Quarantine Zones</b>
SKILL STORY <b>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	BAGGAGE <b>RAGE</b>	EVENT / ISSUE <b>Food Riots</b>
SKILL STORY <b>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	BAGGAGE <b>FEAR</b>	EVENT / ISSUE <b>Plague Pandemic</b>
SKILL STORY <b>I didn't notice the plague symptoms of a client and I'm just happy I didn't get it.</b>		

## HEADSPACE SKILLS

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

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

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

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

ARMOUR	
TYPE	RATING
TYPE	RATING

HANDLER EDGES
<p><b>CONTACTS: Where do you have embeded agents (pick one)?</b></p> <ul style="list-style-type: none"> <li><input type="radio"/> A Government (pick one)</li> <li><input type="radio"/> A Corporation (pick from setting list)</li> <li><input type="radio"/> High Society (Name an old and powerful family)</li> </ul> <p><b>ASSETS: 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 a 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>AT-EASE: Which social situation do you always keep your cool (pick one)?</b></p> <ul style="list-style-type: none"> <li><input type="radio"/> Bureaucractic Red Tape +1</li> <li><input type="radio"/> High Society +1</li> <li><input type="radio"/> Harsh Streets +1</li> </ul>

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

GEAR

HANDLER UPGRADES
<p>Begin play with one Upgrade from the list below:</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>

# HEADSPACE

## THE TECH

The people who understand Techs best are other Techs. You've seen the worst secrets humanity has, and the despicable things that have been done to keep those secrets from seeing the light. The data you've trawled alone would screw anyone up, and you've been watching it fill your screen for years. Corporations don't just have trade secrets to protect; they zealously defend the people filling their management and security ranks, many of them the worst examples of humanity that you've run across. These are the people who have to be exposed and held accountable for the atrocities they've committed to secure their bottom line. You've built drones to gather surveillance data, and filled cars full of burst ammo from one of your air support drones. The

things you can do as an engineer are much like medicine, capable of helping or hurting depending on application. You've rewired generators in slums, and you've rewired smart houses to kill their executive owners. What your Cell needs to do their job, you'll find a way to create. The technology people use to victimize others is something you can use to bring them down. If you're lucky, if you do this long enough, you'll start sleeping without seeing the data you've exposed turn up in your dreams.

## OPERATOR SKILLS

### ENGINEERING

Most at home in the guts of technology, you can build, mod or upgrade anything you put your hands on—and create the things you can't. You work miracles in the field, and what you can do with a properly equipped facility just might be blasphemy. Drill a hole underneath the city, build life support equipment for a Whitecoat, rewire a building, build a water purification plant from scratch? Give you a few hours, and it's a done deal. Engineering is a field for builders with a big imagination, be they lo or high-tech. Archimedes, eat your heart out.

### DRONES

If it can kill, surveil, steal or repair at a distance, you know how it works. Whether it drives, flies, crawls or swims, piloting drones is easy—you can even do it from the Headspace. Drones are used when conditions are dangerous or dull. Eavesdropping on phonecalls, gathering hours of surveillance footage of a neighborhood, mapping an area during or after natural disasters, supply delivery, air support and remote strikes, remote measurements of radiation after a reactor meltdown, all of these are possible uses for drones. You can make them as small as a butterfly or as big as a small plane. Their size and use are limited only by your access to materials, and your imagination.

### HACKING

Unrestricted to the laborious speed of keyboards, you hack at the speed of thought, using adept intrusions to make even the most advanced computer systems dance to your whims. Placing backdoors to ease your spying on corp data, changing traffic lights, removing data from a system, disabling security and drones, turning someone's smart apartment into a death trap or hacking a car's autopilot system or GPS are well within your capabilities. Though you're not a brilliant digital forger like the Infiltrator, you're still capable of finding new and interesting ways to corrupt data and files. Faking logins and online traffic is child's play, not that you don't do either often.

## THE MOVES

### 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 for the Skills Baggage.

10+	Succeed without emotional interference.
7-9	The GM will give you 1 Hard Choice from the list below and reduce the stress track by 1 OR Describe failure on your own terms.
6 or less	The GM will give you 2 Hard Choices from the list below and reduce the stress track by 2 OR Describe failure on your own terms.

### IMPROVISED MOVES

When you are confronted with a challenge that neither you nor any other Operator has a Skill for, say what you want todo and roll the + Discipline of the highest stress track.

10+	Succeed without emotional interference
7-9	Succeed but the GM will also make a Move. OR Describe failure on your own terms.
6 or less	The GM makes a Move and tells you what happens. AND a Project achieves a Milestone

### HARD CHOICES

RAGE BAGGAGE	BLISS BAGGAGE
Ignore something obvious.	Do something wildly inappropriate.
Threaten or assign blame to someone.	Place your personal needs above the team.
Provoke a conflict.	Ignore the risks.
Inflict collateral damage.	Focus on your pleasures.
GRIEF BAGGAGE	DESIRE BAGGAGE
Put yourself in harm's way.	Place your personal needs above the team.
Hurt someone you care for.	Obsess over the forbidden.
Neglect your responsibilities.	Steal what you want.
Share your pain and misery.	Protect and conceal an asset or resource.
FEAR BAGGAGE	PRIDE BAGGAGE
Question your competence.	Overestimate your competence.
Avoid a confrontation at any cost.	Ignore the risks.
Overstimate the danger.	Refuse assistance.
Leave something or someone behind.	Sacrifice your dignity.

For more information go to [www.greenhatdesigns.com](http://www.greenhatdesigns.com)

OPERATOR NAME **WHISTLER**

# THE TECH

## DISCIPLINES (+3 +2, +1, +0, +0, -1)

<b>+3</b>	<b>-1</b>	<b>0</b>	<b>0</b>	<b>+2</b>	<b>+1</b>
<b>RAGE</b>	<b>GRIEF</b>	<b>FEAR</b>	<b>BLISS</b>	<b>DESIRE</b>	<b>PRIDE</b>

### REGRET

CORPORATE SECRET **3H Geo-Thermal Issues**

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.*

REVEAL TO PREVENT A 2 HARD CHOICE COMPEL

### DRIVE

**VENGEANCE**

REDEMPTION

YOUR DRIVE

*I have a list of the 3H Board members during the Tsunami, 9 to go...*

## OPERATOR SKILLS

### ENGINEERING

BAGGAGE **PRIDE**

EVENT / ISSUE **Fetal Deformity**

SKILL STORY

*I designed low cost filtration system for 3H Energy but once the tech was made they locked down the patents for other purposes.*

### DRONES

BAGGAGE **RAGE**

EVENT / ISSUE **Tsunami Quakes**

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 **DESIRE**

EVENT / ISSUE **Tsunami Quakes**

SKILL STORY

*I learned a lot hacking the ICE of networks to leak bits of information to the media about 3H activities.*

## HEADSPACE SKILLS

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

SKILL NAME	BAGGAGE
<b>Investigation</b>	<b>BLISS</b>
<b>Psychology</b>	<b>GRIEF</b>
<b>Treat</b>	<b>PRIDE</b>

OPERATOR NAME **Nike (The Runner)**

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

OPERATOR NAME **Yoshi (The Ronin)**

SKILL NAME	BAGGAGE
<b>Explosives</b>	<b>GRIEF</b>
<b>Tactics</b>	<b>FEAR</b>
<b>Firearms</b>	<b>PRIDE</b>

OPERATOR NAME **Cross (The Handler)**

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

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

ARMOUR	
TYPE	RATING
TYPE	RATING

TECH EDGES
<p><b>GEAR: 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>GEAR: 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 neighbourhood).</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 a Corporation from setting list)</li> </ul> <p><b>AT-EASE: What technology comes naturally to you (pick one)?</b></p> <ul style="list-style-type: none"> <li><input type="radio"/> Weapons +1</li> <li><input type="radio"/> Computers +1</li> <li><input type="radio"/> Vehicles +1</li> </ul>

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

GEAR

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



# HEADSPACE

## THE WHITECOAT

Whitecoats are doctors to people the public will never meet, if the public is lucky. Devastating in their brilliance, they are equal parts detective and miracle worker. You do not settle for mediocre or rest on your laurels as a doctor. Whether you were a ripperdoc, a field medic or a coroner in foreign wars no one even knows exist, you were the best. You still are the best, even though you've turned your back on that life. You took an oath to do no harm, but you've broken it countless times in your life. Done things no doctor should do. But you're going to make up for it or—more likely—die trying. Your most important patients are the people you now work alongside, the brave and tortured souls whose pain is now your own through the Headspace. If your morals

were asleep before, they are now painfully awake and magnified by the people you share your mind with. You know what kind of terrible things the world holds for the people in it who don't belong to the elite. Before this, you were a tool in the hands of people destroying the world. But the corruption and misery the corps has spread cannot stand. Like any malignant presence, it's now up to you to surgically remove it.

## OPERATOR SKILLS

### INVESTIGATION

From out of place car keys to the Byzantine end games of your former corporate masters, you can find the details that are out of place, including the ones that were faked, or never there at all. Chasing down leads on a black bag op, examining a murder scene, and combing countless databanks looking for the file that will unlock everything are activities as second nature to you as finding a pulse. This kind of fine investigative mind is one of the reasons you're a brilliant Whitecoat. Your first love is medicine, and investigations related to it will always be ones at which you unquestionably excel.

### PSYCHOLOGY

Being brilliant hasn't blunted your ability to empathize with other human beings, a quality that makes you not only capable of assessing your fellow Cell members' psychological well-being, but provides insight into all the people you encounter—and it makes you dazzling at spotting lies. This masterful grasp on the human psyche would have made you a great Handler, but it instead serves as one of the linchpins of your practice of medicine. You can build trust, deescalate tense situations, treat patients with a mental illness, and profile targets of your Cell, whether they're people, neighborhoods, or corporations.

### TREAT

Treating people is easy. Treating people without crashing their cyberware is less so. Performing heart surgery on a partly cybernetic heart with what you could find in the van while under fire is why you terrify people. Delivering medical attention in a fully outfitted surgical suite is second-nature to you, but you're equally adept at making do with supplies that were never intended to be used in a medical or technical capacity, under any conditions. Though you're not an engineer, cyberware is well within your capabilities to deal with, particularly when it comes to its implantation, upkeep, or removal. Making a diagnosis rarely involves nearly killing your patients before figuring out their maladies.

## THE MOVES

### PROFESSIONAL MOVES

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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 for the Skills Baggage.

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### IMPROVISED MOVES

When you are confronted with a challenge that neither you nor any other Operator has a Skill for, say what you want todo and roll the + Discipline of the highest stress track.

10+	Succeed without emotional interference
7-9	Succeed but the GM will also make a Move. OR Describe failure on your own terms.
6 or less	The GM makes a Move and tells you what happens. AND a Project achieves a Milestone

### HARD CHOICES

RAGE BAGGAGE	BLISS BAGGAGE
Ignore something obvious.	Do something wildly inappropriate.
Threaten or assign blame to someone.	Place your personal needs above the team.
Provoke a conflict.	Ignore the risks.
Inflict collateral damage.	Focus on your pleasures.
GRIEF BAGGAGE	DESIRE BAGGAGE
Put yourself in harm's way.	Place your personal needs above the team.
Hurt someone you care for.	Obsess over the forbidden.
Neglect your responsibilities.	Steal what you want.
Share your pain and misery.	Protect and conceal an asset or resource.
FEAR BAGGAGE	PRIDE BAGGAGE
Question your competence.	Overestimate your competence.
Avoid a confrontation at any cost.	Ignore the risks.
Overstimate the danger.	Refuse assistance.
Leave something or someone behind.	Sacrifice your dignity.

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OPERATOR NAME **Dr. STAPLETON**

# THE WHITECOAT

**DISCIPLINES** (+3 +2, +1, +0, +0, -1)

-1	+1	0	+3	0	+2
RAGE	GRIEF	FEAR	BLISS	DESIRE	PRIDE

REGRET
CORPORATE SECRET <b>3H "oil lines"</b>
YOUR REGRET In my investigations for the flu I discovered that 3H was moving unknown content through it's oil lines during the Tsunami. REVEAL TO PREVENT A 2 HARD CHOICE COMPEL

DRIVE
<b>VENGEANCE</b> REDEMPTION
YOUR DRIVE Track down those responsible for pumping the chemicals through the lines, bring to justice

## OPERATOR SKILLS

INVESTIGATION	BAGGAGE <b>BLISS</b>	EVENT / ISSUE <b>Plague Pandemic</b>
SKILL STORY Hired by the Red Cross to do follow-up investigations regarding the causes of the Pandemic, while working with the locals I developed a severe drug dependence.		
PSYCHOLOGY	BAGGAGE <b>GRIEF</b>	EVENT / ISSUE <b>Food Riots</b>
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 <b>PRIDE</b>	EVENT / ISSUE <b>Quarantine ZOnes</b>
SKILL STORY I saved and delivered the child of an infected mother who died of the plague.		

## HEADSPACE SKILLS

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

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

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>	<b>FEAR</b>

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

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

ARMOUR	
TYPE	RATING
TYPE	RATING

WHITECOAT EDGES
<p><b>GEAR: Where do you work and have resources to access (pick one)?</b></p> <ul style="list-style-type: none"> <li><input type="radio"/> A sterile, professional and bureaucratic hospital (name the hospital).</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>CONTACTS: Doctor/Patient confidentiality ('ish) (pick one)?</b></p> <ul style="list-style-type: none"> <li><input type="radio"/> Stressed out Corporate Climber (Name them and Pick a Corporation, what are they stressed about?)</li> <li><input type="radio"/> Strung out Police Officer (name them and their vice)</li> <li><input type="radio"/> Guilty Scientist (name them and their crime)</li> </ul> <p><b>AT-EASE: What medical situation gives your mind focus (pick one)?</b></p> <ul style="list-style-type: none"> <li><input type="radio"/> Drugs +1</li> <li><input type="radio"/> Gun Shot wounds +1</li> <li><input type="radio"/> Cybernetics +1</li> </ul>

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

GEAR

WHITECOAT UPGRADES
<p>Begin play with one Upgrade from the list below:</p> <ul style="list-style-type: none"> <li><b><input type="radio"/> 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><input type="radio"/> Lung Mods</b> Filters out most airborne toxins and you can hold you breath for up to 20 minutes.</li> <li><b><input type="radio"/> Defibrillator Cyber Palms</b> Elctro 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>