MARK RICHARDSON'S

HEADSPACE

SHARED CONSCIOUSNESS CYBERPUNK

COMING SOON TO KICKSTARTER
WWW.HEADSPACERPG.COM

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ABOUT THIS QUICKSTART PDF

This quick start is intended to provide the basics of *Headspace* so you can get started playing before the final game is released. As a quick start, it's missing pieces such as detailed examples, additional settings and full guidance for long term play. As such, you may have to interpret the intent of some of this material with your own understanding of the cyberpunk genre and your story telling abilities. If you are brand new to RPGs, you may want to ask a more experienced person to run this for you.

If you have any questions or comments head over to the G+ community:
https://plus.google.com/u/0/communities/100236984937053713180

I'm happy to provide answers and share in rule revisions and developments as I work towards the kickstarter for this game!

HOW TO USE THIS QUICKSTART

1. Read over this entire document.
2. Print all of the reference and character sheets (page 40+) you may want multiple copies of the Move and Sub-Culture sheets for easy reference.
3. Brief the Players on the **Vancouver Aftermath** setting page 22 and the 4 corporations that are wrestling for power in the aftermath of the tsunami that devastated the coastline.
4. Create the **Operators** using the instructions found on page 25.
5. Follow the guidelines for starting the first session on page 36, ask the players to choose a **Corporate Project** they plan to work against as the basis for the first Operation. Start the first Operation by following the instructions on **It All Went Sideways**.
6. Follow instructions on **Long Term** play (page 38).

Number of Players

You will need a few friends to play; Headspace can be played with between 4 and 6 people, one member of the group needs to play the role of the GM. The GM is responsible for managing the fiction of the game. Everyone else in the game is a Player and is responsible for playing an Operator and representing that Operator's actions in the fiction. (I've tried this game with 6 players and it didn't work that well)

Materials Needed

You will also need some paper, pencils or pens and at least two six sided dice (D6), preferably two for each Player along with 6 tokens, five to track the shared Stress levels and one for Sync. The tokens don't have to be different and should be about the size of a quarter (Don't use anything easy to lose or edible).

WHAT IS HEADSPACE?

Headspace is a role playing game that explores human emotion, memory and personal identity. The world of Headspace is a dark future where technology has begun to alter not just our bodies, but how we feel and even think.

In this future an advanced neural networking technology, Headspace, has been developed. The Headspace allows its wielders to connect their consciousness directly into each other's minds. But, jacking into the Headspace comes with a cost; there is no going back. Once your minds are bound together, every thought, sensation, emotion and even dreams are shared over any distance instantaneously.

What does Shared Consciousness mean?

Any Operator can speak telepathically across any distance with any other Operator from their Cell (those who share the same network via a linked Headspace implant).

It also allows you to borrow the skills of the people who make up your Cell. It doesn't matter that you've never fired a gun or defused a bomb, as long as one of you has. You can reach out and access their skills, finely honed to razor sharp precision. When your mind connects to theirs to share their skills, they can feel you.

Your connection to the Headspace has no off switch. Cell mates' dreams, nightmares, thoughts, memories and emotions are all connected to the network you collectively make up.

Why would anyone do this?

In the world of *Headspace*, world governments struggle to maintain law and order. Most have all but completely ceded their authority to gigantic Corporations that now fight for control of Earth's few remaining resources. Within this future, few stand against the tide of corporate corruption and greed. Fewer still have the resources and abilities to make a difference. You could be that difference. You and your friends could be the people who choose to stand against the corporations and make a better world for people left in the margins of society. But to accomplish such a great task with so few people you will not only need the latest weapons and cyber technologies, but also the ability to work together, seamlessly sharing your skills and abilities, operating not as a group of individuals but as a perfect team, within the Headspace.

Who is in the Headspace?

6 Operators make up your Cell (group), each with three unique skills they have completely mastered.

EMOTIONS ARE ALWAYS IN PLAY

Human emotion is at the root of all Operator actions in *Headspace*. The rules rely heavily on the emotions experienced by the Operators over the course of play. Emotions are categorized into five core types: **Rage**, **Grief**, **Fear**, **Need** and **Ego**.

The Emotions

Rage is a violent, uncontrollable anger, encompassing sudden outbursts to the heights of drug or trauma induced anger management issues. Some examples of Rage are: Irritation, Resentment, Passion, Excitement, Bitterness, or Fury.

Grief is mental suffering. It is loss, whether permanent or temporary, of friends, lovers, employment, or family members. Some examples of Grief are: Harassment, Misery, Anguish, Despair, Regret, or Pain.

Fear is an emotion that can save a life or turn it on its head. Fear is a powerful form of anxiety, provoked by the thought of something terrible happening to you or someone you know, as well as the likelihood of it happening. Some examples of Fear are: Suspicion, Anxiety, Panic, Terror, Helplessness, or Doubt.

Need is about want and longing. It fuels ambitions, provides motives, sparks eagerness and can even lead to love. Some examples of Need are: Greed, Desire, Envy, Pining, Passion, Ambition, or Love.

Ego is an emotion rooted in a sense of satisfaction and confidence. Some examples of Ego are: Pride, Dignity, Honor, Egotism, Satisfaction, Narcissism, or Vanity.

Emotional Influences

These five emotions are referenced in play by an Operator's **Baggage**, **Discipline** and **Stress**.

Emotional **Baggage** represents the past of an individual's experiences and memories of a particular skill and their link to another Operator. During Operator creation Players will connect a leading question of how they used their skill in the past with one of the other Operators in the Cell; the emotion that best represents how their Operator felt during those past events is assigned as its **Baggage**.

Discipline represents an Operator's present state of mind and measures his ability to control each of his emotions and prevent the Baggage of a skill from overwhelming his decision-making and influencing his actions.

Stress represents an immediate and dangerous accumulation of raw emotions within the Headspace. The GM tracks Stress during play with five common pools, one for each emotional type.

Making Moves

The most basic action a Player can take while playing *Headspace* is a **Move**. A Move represents an Operator doing something under duress within the fiction, be it hacking a security system or shooting a gun. If an Operator is not under emotional stress, then the dice will rarely be rolled. Each Player can make 3 different types of Moves: **Professional**, **Headspace**, and **Improvised**.

A **Professional Move** defines one of three Skills the Operator has mastered and represents the Operator employing that Skill to complete an action in spectacular form.

A **Headspace Move** is when an Operator doesn't have the desired Skill but another member of the team does. The Operator uses the Headspace to access the other Operator's mind and use one of their Skills (Depending on group size, between 6 and 12 additional skills). Each Headspace Move is directly affected by the Operator's Discipline of the **Baggage** associated with the skill being used.

An **Improvised Move** is when neither the Operator nor any other team member has the required Skill, but must accomplish an important task within the fiction. Improvised Moves are required when you try to use the Skill of an Operator who has been **Taken Out** (see page 15) or when the GM asks you to because you don't have the skill required. While success is still possible, failure will be swift and unforgiving.

For detailed explanations see **Moves** Page 11 and the **Move Worksheet**.

STRESS TRACKS

There are five distinct **Stress Tracks** (one for each type of Baggage) that are shared by the entire Cell. Stress will build throughout each scene and continues to exist between each scene. Stress is commonly added when Players make **Professional Moves**, but can also be added from **GM Moves.**

Stress will decrease from one of the following sources: when **Feedback** occurs, from certain **GM Moves**, or when the **Operators Rest**.
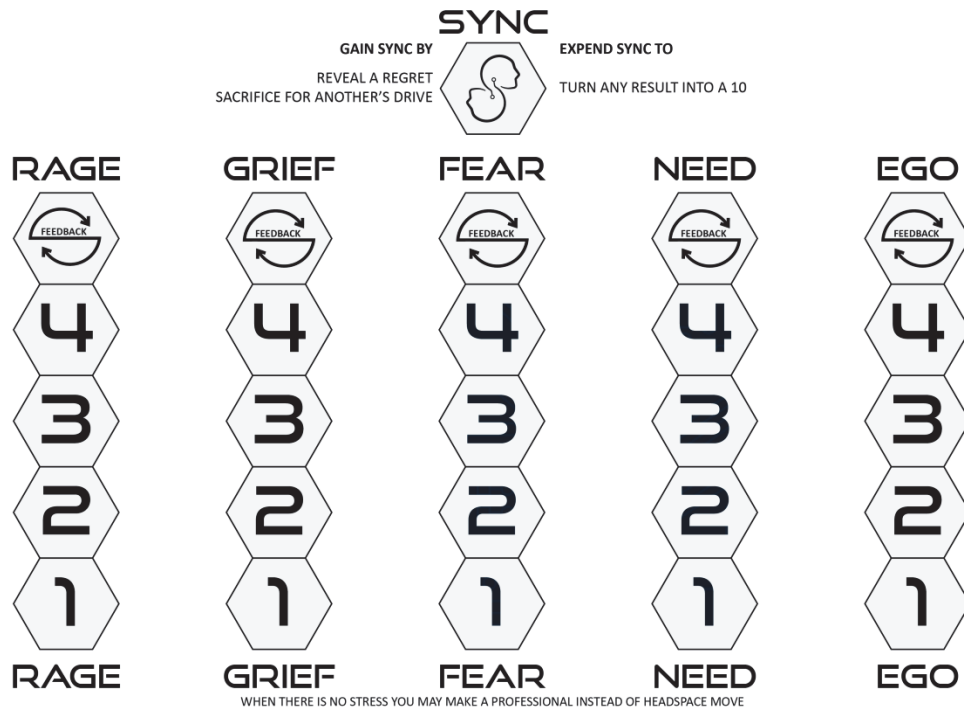
Keeping Track

The GM is tasked with tracking the Cell's current Stress for each type of emotional **Baggage** as well as the presence of **Sync**. Place the Headspace Stress Track sheet in the middle of the table where all the Players can easily see it.

The GM should use the 6 tokens to mark the current level of each Stress and the presence of Sync.

At the beginning of the first session, the GM and Players sets the **Initial Stress** tracks based on a series of decisions they make during **It All Went Sideways** page 36, no Sync is available at the start of play.

HEADSPACE STRESS TRACKS

SYNC

GAIN SYNC BY
REVEAL A REGRET
SACRIFICE FOR ANOTHER'S DRIVE

EXPEND SYNC TO
TURN ANY RESULT INTO A 10

RAGE	GRIEF	FEAR	NEED	EGO
FEEDBACK	FEEDBACK	FEEDBACK	FEEDBACK	FEEDBACK
4	4	4	4	4
3	3	3	3	3
2	2	2	2	2
1	1	1	1	1
RAGE	GRIEF	FEAR	NEED	EGO

WHEN THERE IS NO STRESS YOU MAY MAKE A PROFESSIONAL INSTEAD OF HEADSPACE MOVE

Stress in the Fiction

Within the fiction of the game, the current stress tracks represent a lens of emotions through which the Cell interprets their world. Players are encouraged to roleplay aspects of the highest current Stress or when one particular Stress jumps a large amount suddenly.

Increasing Stress

The most common method that Stress will increase is by Players using their **Professional Moves** (see Page 11). Stress can also increase by the **GM making Foster Emotion Move** (see Page 34).

For example your character is trapped in a burning car, the GM could increase the Fear Stress by a number of points; let's say 2 in relation to the event. While all members of the Cell are not trapped in the car the Operator who is has their emotions bleed out into the Headspace. The GM would then raise the Stress track by 2.
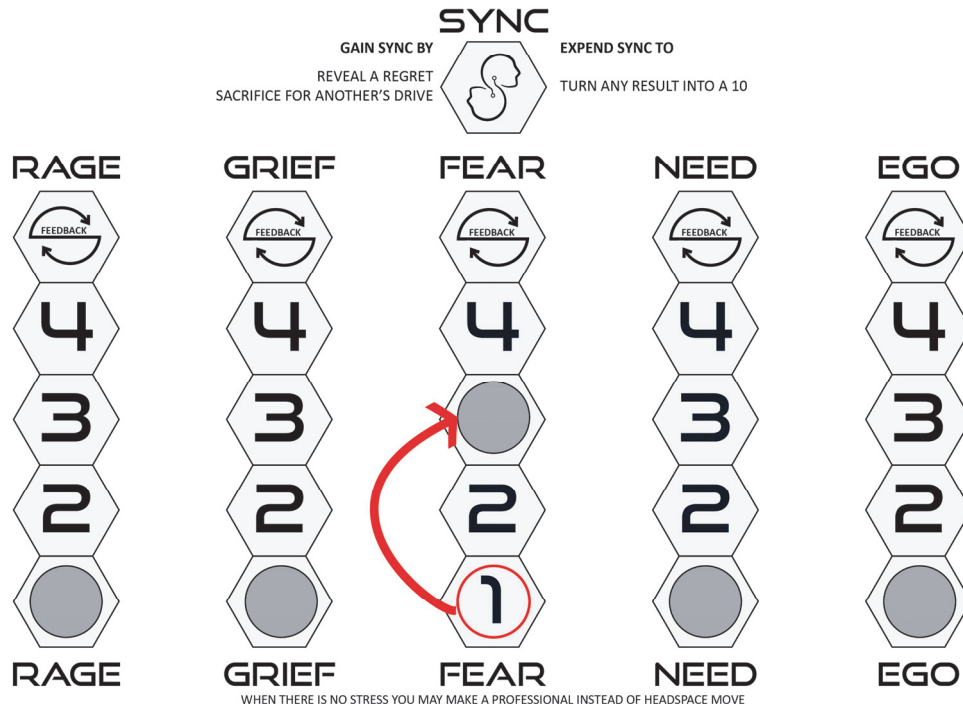
Stress Free

If there is ever zero stress in any individual track, an Operator who would normally make a Headspace Move using that Baggage type may opt to make a Professional Move instead to avoid any potential emotional complications for the scene; this will of course cause that Stress track to rise by 1.

When does Stress go down?

Stress will most commonly dissipate when **Feedback** occurs. Stress can also go down when an Operator gets a full night (or equivalent time) of uninterrupted sleep they may lower one Stress Track by 1 point of their choice.

Feedback

If any individual Stress pool accumulates 5 or more points, that emotion will **Feedback** on the entire Cell. Feedback causes the emotions of one Stress Track to overwhelm the Cell and potentially force a number of **Emotional Complications** on one or more of the Operators. The GM may expend points off the track to cause Emotional Complications, for each point of stress the GM spends she can compel an Emotional Complication onto 1 or more Operators, up to a maximum of 4 points. In addition, the GM makes a Move (see page 31).

For example the Rage Track hits 5 and the causes Feedback. The GM notes that the current scene is very stressful and opts to spend all 4 points from the track and selects a Rage Emotional Complication for 4 different Operators (she could put more than one on an individual if she chooses). After this the Rage Track is now at 0.
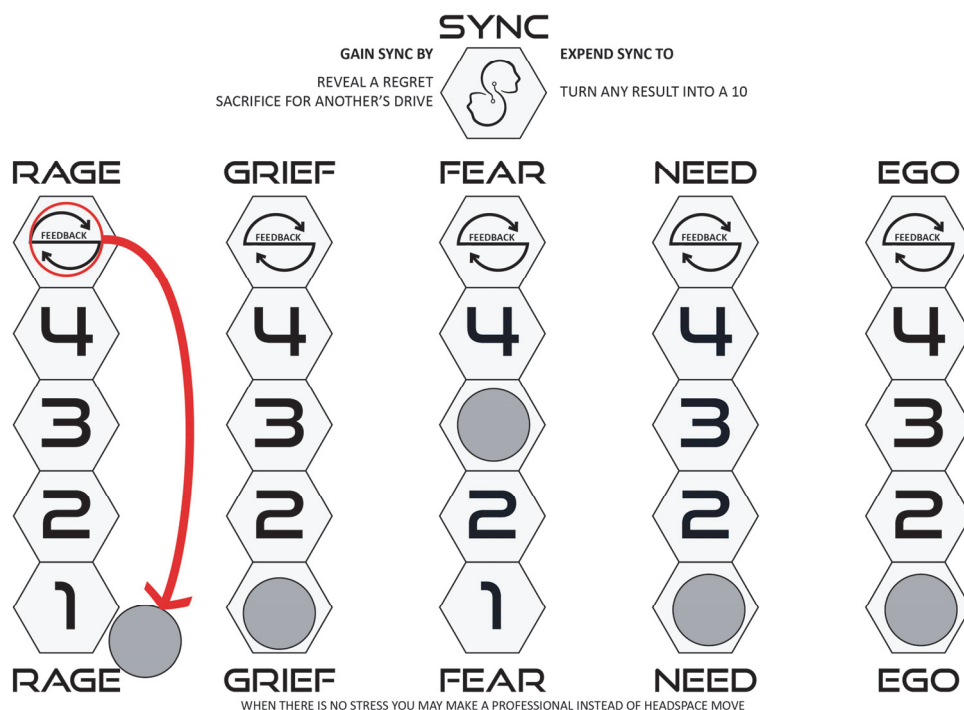
REGRET, DRIVES AND SYNC

Each Operator in *Headspace* is defined by an action they deeply regret from their past, known as their **Regret**. Your Regret is a short statement that defines something your Operator wishes had never occurred in their lives, that is directly tied to a Corporate Secret from the chosen setting. No one wants to share their deepest, darkest shames and misgivings, so these only surface in play during moments of great stress.

Revealing your Regret

Once per session, **when you roll a 6- on any Headspace Move,** you can share your Regret with the Cell. Revealing your Regret is an emotionally difficult action, but it fosters a greater level understanding between the Operators and the stresses that they face as a Cell in the *Headspace*;

Upon revealing your regret you may either gain Sync for the Cell or turn the 6- you just rolled into a 10.

HEADSPACE STRESS TRACKS

SYNC

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EXPEND SYNC TO
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RAGE	GRIEF	FEAR	NEED	EGO
FEEDBACK	FEEDBACK	FEEDBACK	FEEDBACK	FEEDBACK
4	4	4	4	4
3	3	3	3	3
2	2	2	2	2
1	1	1	1	1
RAGE	GRIEF	FEAR	NEED	EGO

WHEN THERE IS NO STRESS YOU MAY MAKE A PROFESSIONAL INSTEAD OF HEADSPACE MOVE

Within the fiction you reveal your regret as a **Flashback Scene**. This scene interrupts the current fiction but takes place within a blink of the eye for the Operators. During a Flashback Scene, the Player who is revealing their Regret is given full narrative control to play out a short scene depicting the moment from their Operator's past. The GM should encourage each Player to ask the leading question about the events of the flashback to the narrator.

Refreshing your Regret

If you plan on playing more than one session you can flesh out additional details of your Operators past by creating a new Regret to replace a revealed one. This allows you to once again reveal your Regret in a future session to gain **Sync**. You do not create a new **Drive**.

Drive

You have a single grand goal of dealing with your own Regret, known as your **Drive**. Your **Drive** can be focused on **Vengeance** or **Redemption**. A Vengeance Drive is focused on acts of revenge against those you view as responsible for your Regret, whereas a Redemption Drive is about working towards atonement for your Regret. Once you have revealed your Regret to the Cell you should also reveal your Drive.

Sync

Sync indicates the current level of shared emotional understanding within the Cell. Within the fiction, Sync functions as emotional armour or group therapy, the ability for those in the *Headspace* to cope together through their shared familiarity with each other's Regrets. The Cell is either In Sync or not.

When present, Sync can be expended by any Player to turn a roll into a 10.

During play, any time an Operator reveals their Regret or makes a sacrifice working towards another Operator's Drive, the Cell gains Sync.
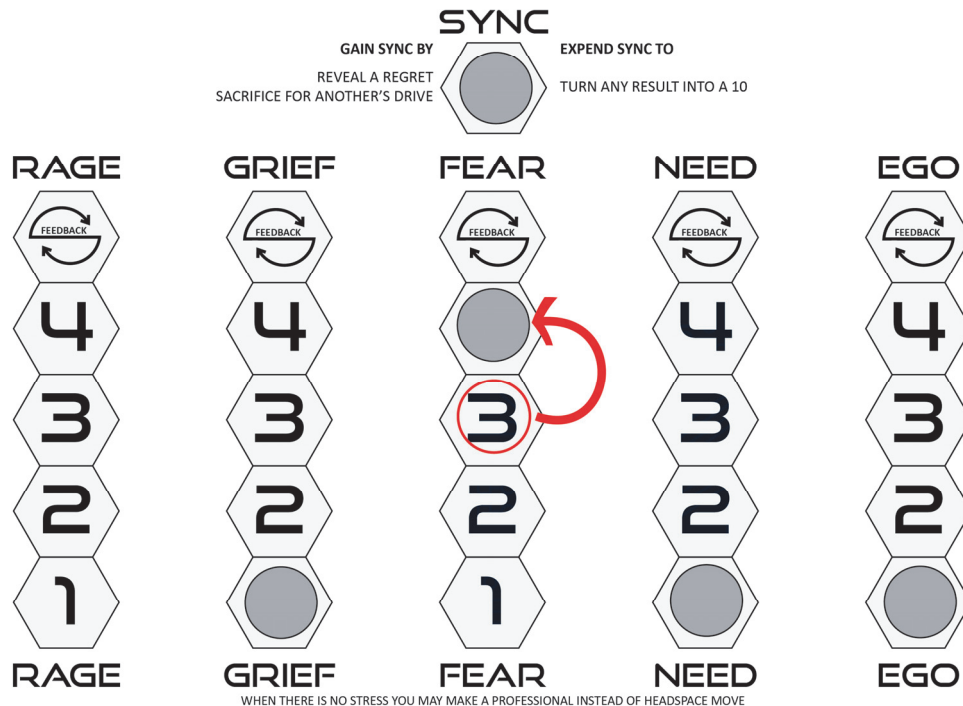
THE MOVES

Professional Moves

A **Professional Move** defines one of three Skills your Operator has mastered and represents the Operator employing that Skill to complete an action in spectacular form.

When an Operator makes a Professional Move, success is never in question; however the Baggage of your skill bleeds out from your mind and into the shared *Headspace*. This effect is referred to as **Stress.**

For the remainder of the session, anytime you want to use this skill, say what you want to do with this skill and you will succeed. The first time you use this skill in the session you must increase the Stress Track by 1 for the Skills Baggage.

For example if an Operator has Fear for the Baggage of their skill Firearms and used it, it would raise the Fear Stress track by 1.

HEADSPACE STRESS TRACKS

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EXPEND SYNC TO
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WHEN THERE IS NO STRESS YOU MAY MAKE A PROFESSIONAL INSTEAD OF HEADSPACE MOVE

Voluntarily make a Headspace Move

You may voluntarily make a Headspace Move instead of a Professional Move with one of your own skills. While this action would need to be done each time you use the skill and could potentially force you to deal with **Emotional Complications**, it will not add additional Stress Points so it won't lead to Feedback.

Headspace Moves

A Headspace Move requires an Operator to borrow the required skill from another member of the team within the Headspace. While Operators are used to dealing with their own **Baggage** they are not used to the unfamiliar Baggage of another Operator's skills.

Headspace Moves require the Player to deal with the associated Baggage within the fiction, represented by being compelled with Emotional Complications that they must incorporate into their actions in order to succeed. Incorporating an Emotional Complication doesn't prevent your original action, but it does add an unforeseen consequences. If a player rolls a 6 or less they may avoid making Emotional Complications by failing and letting the GM dictate what happens instead.

Picking Emotional Complications

The Player may pick the complication(s) or alternatively the GM can be in charge of the selection, decide this at the beginning of play (The game assumes the player is making this choice). Either way, the Player is always responsible for determining how they interpret the complication and affect the narrative.

Structure of a Headspace Move

All Headspace Moves use the following basic structure:

When you use a Skill with an Emotional **Baggage**, say what you want to do and roll + your rating in that Emotions **Discipline**.

- On a 10+, Succeed without Emotional Complications.
- On a 7-9, Succeed, but pick 1 Emotional Complication based on the Baggage of the skill.
- On a 6-, Succeed, but pick 2 Emotional Complication based on the Baggage of the skill.
  Or The GM tells you what happens.

Headspace Moves do not affect the Stress Tracks.

Emotional Complications

There are five Headspace Moves, one for each type of Baggage an Operator's skill has: **Rage**, **Grief**, **Fear**, **Need** and **Ego**. When you use another Operator's skill you use the Headspace Move of the corresponding Baggage type.

Act with Rage

- You ignore something obvious
- You inflict collateral damage
- You provoke a new conflict
- You use excessive force

Act with Grief

- You put yourself in harm's way
- You hurt someone you care for
- You neglect your responsibilities
- You drown in your own sorrows

Act with Fear

- You hesitate when it matters most
- You avoid an existing conflict
- You overestimate the danger
- You leave behind an ally or resource

Act with Need

- You give up a secret for attention
- You give up a someone else's ally or resource for personal gain
- You obsess over something
- You ignore a personal risk

Act with Ego

- Your false pride puts the team at risk
- You become jealous of another
- You refuse needed assistance
- You insult or berate an ally for being inferior

Improvised Moves

Improvised Moves represent anything very difficult an Operator attempts to do in the fiction that isn't using a Professional or Headspace Move. You will be required to make an Improvised Move if you wish to use the skill of an Operator who has been taken out.

The GM will ask you to make an Improvised Move if your Operator attempts to find a contact, gain resources/gear/allies. Expect the GM to create a scene if required to bring the thing the Operator desires into the fiction.

Improvised Moves are always based on the Discipline that is currently highest amongst the Stress Tracks, in the event of a tie the Player picks which Discipline to use.

Say what you want to attempt and roll + Discipline of the highest current Stress Track.
- On a 10+, Succeed without emotional complications.
- On a 7-9, Succeed, But the GM will also make a **Move**.
- On a 6 or less, The GM tells you what happens.

*In the example below **Fear** is the highest current track, so any Improvised Move would use Fear as its associated Baggage.*

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RAGE	GRIEF	FEAR	NEED	EGO
FEEDBACK	FEEDBACK	FEEDBACK	FEEDBACK	FEEDBACK
4	4	●	4	4
3	3	3	3	3
2	●	2	●	2
●	1	1	1	●
RAGE	GRIEF	FEAR	NEED	EGO

WHEN THERE IS NO STRESS YOU MAY MAKE A PROFESSIONAL INSTEAD OF HEADSPACE MOVE

HEALTH, HARM AND DEATH

Health

Your Operator has four Health levels. For each point of Harm you suffer, you take an ongoing -1 to all Moves until you recover from the damage or are **Taken Out** of play.

When you take your fifth point of Harm you are **Taken Out** of play. Depending on your preference, this will either take your Operator out of the scene (i.e. unconscious, in shock, etc.) or result in Operator Death. While you are taken out, no other Operator may access your Headspace Skills, and Feedback will not affect you. An Operator who wishes to use a Skill you had will have to make an Improvised Move.

Armour is directly subtracted from any Harm before final damage is dealt to the Operator. Weapons can ignore Armour ratings if they have a +AP or +HEAT tag

Stun Harm

Some gear inflicts Stun Harm, Stun Harm is recorded on your Operator Sheet with a single "/" it stacks with any existing Harm and can lead to you being Taken Out although it can't lead to Operator death. At the end of a scene or when you receive medical treatment all Stun Harm is removed.

Healing

You recover one level of health for each full day of rest. Healing can be accelerated with an Operator using Medicine or at a Clinic/Hospital (+1 Health Recovery) and with Drugs (+1 Health Recovery). Proper treatment and Drugs will heal 3 health levels a day.

An Operator can also administer field treatment to provide immediate benefit during a scene healing 1 health level or 2 levels if they accept a Cost Move from the GM.

Operator Death

If you choose to be permanently taken out, you no longer suffer any penalties from Harm until the end of the scene (you act with no penalty). Your Professional Moves also no longer cause Stress.

At the end of this scene, you must narrate how your Operator dies in the fiction. Your character becomes a Ghost Operator within the Headspace, and you will now have to make a new Operator in order to continue play with the rest of the Cell.

Ghost Operators

Once connected to the Headspace, death itself doesn't erase a consciousness completely. It leaves a mark known as a Ghost. The Ghost is a fragment of the original Operator's consciousness; some of their motivations, desires, regret and even skills persist and become accessible to the rest of the Cell. For all intents and purposes the Ghost becomes an NPC portrayed by the GM, stuck in the Cells *Headspace*.

The Ghost of an Operator **forever leaves a single skill of the dying Player's choice** in the Headspace of the Cell. The Player of the dying Operator assigns a new Baggage best representing the state of mind of their Operator just before death (often these scenes will evoke Grief, Rage and Fear).

From this point on, any of the Operators in the Cell can access this specific ghost skill with a Headspace Move.

OBJECTIVE CLOCKS

In Headspace, the Operatives almost always succeed on their actions, so **Objective Clocks** are used to represent complex actions that can't be resolved with a single action or skill use.

All **Objective Clocks** are adversarial between a Corporation and the Operators. They are divided into six even slices of a hexagon, each slice represents the status of a **Milestone** in completing the objective; the top three represent Corporate success and the bottom three indicate Operator success.
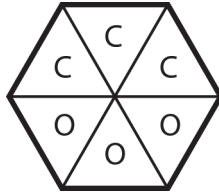

When one side achieves part of its goal, the GM should fill in the milestone. Once <u>any three milestones</u> are filled in, the Objective Clock resolves and creates a **Temporary Event** in the fiction related to what the objective was about. Depending upon which side succeeded the most the Corporation (GM) or the Operators dictate the outcome in the fiction.

In long term play see page 38 a **Dystopian Clock** is used to represent the outcome of a large number of related Objective Clocks. When a Dystopian Clock resolves it creates a **Permanent Event** that forever changes the settings fiction.

For example, the Operators are attempting to circumvent a heavily fortified security perimeter around a corporate compound. The GM would create an Objective Clock to track progress on "Breach security perimeter undetected".

Total Corporate Success
The Corporation succeeds at all three of its milestones. At this point, the GM (speaking as the corporation) gets to write a sentence that is now true in the session.
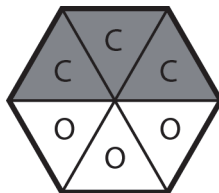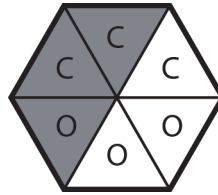

The Corporate security perimeter is intact and the Operators have been discovered at the edge of the perimeter.

Qualified Corporate Success
The Corporation achieves two of its three milestones, meaning it's succeeded, but not to quite the extent it would like. Once again, the GM (speaking as the corporation) gets to write a

sentence that is now true in the session. However, the players get to append the sentence with an "and" or "but" statement that mitigates the result (but cannot nullify it).

*The Corporate security perimeter is intact and the Operators have been discovered **BUT** the first half of the team got through undetected.*

## Qualified Corporate Failure

The Corporation achieves only one of its milestones, and things fall apart badly. The corporation still has a stake in the game, but it's greatly diminished. This time, the players get to craft a sentence that is now true in the session and the GM (as the corporation) gets to add a qualifier.
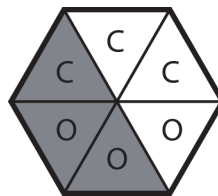
*The Corporate security perimeter is down and the Operators gain entrance to the compound **BUT** a silent alarm has been triggered.*

Total Corporate Failure

The operatives have been like ninjas, cutting the legs out from under the corporation's efforts. The players may author a sentence about the world that is now true in the session, and the GM may not qualify it.
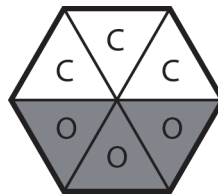
The Corporate security perimeter is down and the Operators have sneaked into the compound undetected.

Countdown Clocks

The GM Can use a variation on these Clocks using slices that are not tied to either Corporation or Operative to represent a time based threat. Every time the Operatives act, fill in a segment. When all the segments are complete the Countdown Clock resolves. The number of slices in the clock is determined by the GM.

GEAR AND TAGS

A tag is a descriptive word which describes some fictional characteristic of something in Headspace. Much of the gear your Operators use in the fiction will have tags. The Operators all have a +Headspace Link, armour can be +bulky, weapons can be +messy, cybernetics are +Implant. Tags provide a reminder for both the Player and the GM to bring the gear into the fiction either to aid an action or possibly as a constraint.

Name Your Gear

Think about the look of your Operators gear, you should give it a brand name that evokes the fiction (one of the Corporations from the chosen setting). It's not just a generic stun gun, it's a PSS Pacifier R4.

All weapons have a Harm rating and a Range Tag; many will have additional tags that are reviewed in detail under **Weapon Tags** below.

Hand Weapons:

Unarmed	(1-harm hand)
Bats/Wrench	(1-harm hand/close)
Knife	(2-harm hand)
Monofilament Knife	(2-harm AP hand messy)
Shuriken/throw Knife	(2-harm close infinite quick discreet)
Sword/Machete	(2-harm hand/close)
Monofilament Whip	(2-harm AP hand/close area dangerous messy)
Monofilament Katana	(3-harm AP hand/close messy)
Hand Stunner	(3-stun hand reload)
Shock Fist	(4-stun hand disposable)

Pistols:

Holdout/Derringer	(2-harm hand/close disposable loud quick)
Revolver	(2-harm close/near loud)
Semi-Automatic Pistol	(2-harm close/near loud quick)
Machine Pistol	(2-harm close/near loud suppressive)
Stun One Shot	(3-stun close/near disposable)
Flechette Pistol	(3-harm close/near/far quick flechette)
Heavy Revolver/Pistol	(3-harm close/near loud)

Assault Weapons:

Sub-machine Gun	(2-harm close/near/far loud suppressive)
Hunting Rifle	(2-harm near/far/ex loud)
Shotgun	(3-harm close/near loud messy reload)
Assault Rifle	(3-harm near/far suppressive loud)
Automatic Shotgun	(3-harm close loud suppressive messy)
Sniper Rifle	(3-harm far/ex loud)

Sawed-off Shotgun   (4-harm close reload loud messy)

Heavy Weapons:

Light Machine Gun	(4-harm near/far loud suppressive messy)
Grenade Tube	(4-harm near/far loud area reload messy)
Grenade Launcher	(4-harm near/far area loud messy)
Assault Cannon	(5-harm near/far/ex HEAT)
Missile Launcher	(5-harm near/far/ex HEAT)

Exotic Weapons:

Laser Cannon	(5-harm near/far/ex AP Radiation Dangerous)

Explosives:

At ranges of hand/close, explosives are also +dangerous

Flash bang	(3-stun close/near loud area)
Gas Grenades	(3-stun close/near area gas)
Fragmentation	(4-harm close/near loud area)
Claymore	(4-harm close/near loud area)

Ammunition:

Armour Piercing	+AP
Air Burst	+area +messy
Stun	+Stun (weapon fires gel/rubber/taser rounds)
Flechette	+1 Harm, but armour doubled
Explosive	+1 Harm, cannot be silenced

Modifications/Options:

Silencer	-loud, a messy weapon cannot be silenced

Weapon Tags

Range Tags: Hand/Close/Near/Far/Extreme (ex)

Range tells you when and whether you can use a weapon or gear against a target or subject.

- **Hand** is when you're within arms' reach.
- **Close** is within a few steps and usually point blank for most firearms.
- **Near** is within a few dozen meters, up to 50m.
- **Far** is a few city blocks, up to 200m.
- **Extreme (ex)** is when you need artificial enhancement to reliably see and engage a target, up to 2km or more.

Armour

Light Dispersion Weave (Armour 1, +Discreet)
Heavy Dispersion Weave (Armour 2)
Ballistic Battle Armour (Armour 3, +Bulky)
Powered Armour (Armour 4, +Huge +Heavy)
Full Cyborg (Armour variable 2-4, +Implant, +Heavy +Psychological Issues)

Characteristic Tags:

- **AP (armour piercing):** Half Armour value of your target.
- **Area**: its target is an area, not an individual; it fully affects everyone and everything there. An area weapon used in a crowded space will inflict its full harm to everyone.
- **Bulky**: the item takes up a lot of space and/or is heavy as hell. This constraint will affect how and where the item can be effectively used within the fiction.
- **Dangerous**: this weapon can inflict Harm on yourself or others when you miss.
- **Disposable**: it has one use and then must be discarded or reloaded with difficulty.
- **Discreet**: the weapon is easy to hide and will often be overlooked.
- **Flechette**: this weapon does more damage to flesh but the targets armour is doubled.
- **HEAT**: High Explosive Anti-Tank is +Area, +AP, +*Loud* and +*Messy* furthermore these weapons cannot be silenced. These weapons will go through reinforced walls and generally just makes a mess out of anything that gets in its way including Tanks and Powered Armour.
- **Infinite**: you always have enough on hand for any situation.
- **Loud**: everyone nearby hears it and can potentially pinpoint where it came from. It wakes up sleeping people and is generally distinct and difficult to ignore.
- **Messy**: the effect is inconsistent in its area, both hitting everyone in the area or nothing at all and it always leaves a mess behind – property damage, bloody dismemberment and gore abound. If a messy weapon is also +*Loud*, it cannot be silenced.
- **Reload**: after using it you must spend a brief period reloading.
- **Radiation**: this weapon is unstable and gives off radiation from its power core. Causes Harm to user over extended use.
- **Stun:** this weapon inflicts Stun instead of Harm. Record this damage with a single / if it causes you to be taken out you cannot die. Stun damage is recovered with Medicine or at the end of a scene.
- **Smart**: the item is equipped with some kind of advanced targeting, this mostly affects the fiction but something that follows a target or goes around a corner isn't out of the question.
- **Suppression**: at the Operator's discretion, the weapon makes an +*Area* attack, but must immediately +*Reload*. If the weapon is fed by a belt don't add +Reload.
- **Quick**: if speed matters, quick weapons go first.

DYSTOPIA SETTING - VANCOUVER AFTERMATH

By Lillian Cohen-Moore and Mark Richardson
Location: Vancouver, British Columbia, Canada
Date: Year is 2074

On June 1st, 2074 at 4:25 a.m. PST, the initial waves of a tsunami rolled across the coast of British Columbia, Washington, Oregon, and much of California. By 4:30 a.m. PST, the rest of the country had begun to learn of the initial devastation. They knew something was wrong because of the sudden silence of telecommunications down the edge of the Pacific Coast. The Americans were mobilizing their own people as Canada readied theirs to survey the devastation. The waves and aftershocks of the anticipated return of geologic activity across the Cascadian Subduction Zone destroyed the fishing industry of the Pacific Coast within two hours of the original wave. By noon, it was clear that much of the coastal Pacific agricultural presence across both nations had been brought not only to its knees, but was underwater.

What Vancouver endured that morning was only the beginning of the horror to come.
It's been six months since the tsunami hit. Though the Trauma One--the NGO undertaking much of the dangerous rescue work--has urged the public to embrace that the death toll could have peaked into six digits; this attempt at creating a silver lining from the still increasing death toll has been met with considerable public resistance. Refugees still linger in "Devastation Zones," and entire communities still remain unreachable by any mode of transport. Clean water is scarce, and water borne diseases are widespread. Because of the sheer scale of tsunami damage, standing water is omnipresent throughout the remains of what was corporate waterfront Vancouver. The fear of insect carried illnesses hasn't born fruit, but it's increasingly likely that an outbreak of malaria is not an if, but a when.

With the outbreak of a plague in the affected areas, massive quarantine zones have been in place for more than three months, despite the initial statements that quarantine would be a temporary measure to ensure that the plague didn't spread to the rest of Canada, or the world. Applied Optimism has been touting a radical new antibiotic for treating the plague, yet the Quarantine Zones remain in place.

The food riots have been a grim preview for the rest of the country about the increasing instability of food supplies in the face of both fishing and farming in the area being destroyed. Conflicting reports have been smuggled out of the Devastation Zones, implicating that at best, Pacific Security Solutions has been using force far beyond what's necessary. 3[H] Energy is still in 24/7 spin mode about their ruptured pipelines, and the stunning revelation that fetal deformities are skyrocketing after the tsunami hasn't been successfully hidden from the press outside Vancouver. 3[H] Energy would be very interested in finding out who their leak is; only someone on the inside could be getting press the information that's turning up, and a person with a conscious that strong is bad for business.

Vancouver continues to be plagued with earthquakes and flooding, continually setting back operations to recover the most shattered parts of the city. Vancouver's least affected areas were quietly taken over by corporations, who pled that "restabilising business will help the economy recover sooner." The people they forced into Devastation Zones and Quarantine areas have a vastly different perspective.

Vancouver's barely contained mayhem, choked in corporate corruption and government failure. If something isn't done, things will only get worse.

Events, Issues and Secrets

Events	Issues	Secrets
Massive Tsunami decimates the Pacific Coast	Corporate Reclamation Zones	**Trauma One** secured widespread access to secret documents and resources with a "rescue crew".
Pacific Coast famine	Food Riots	**Pacific Security Solutions** exacerbated the riots to ensure they were needed for future security contracts.
Plague Pandemic	Quarantine Zones	**Applied Optimism** advertised a cure it owns, that doesn't even work.
Toxins in Pacific Ocean from ruptured pipelines	Widespread immune diseases and fetal deformity become commonplace	**3[H] Energy** wasn't just pumping oil through those pipelines…
Post-tsunami earthquakes	Unpredictable continued tectonic activity and worsening conditions in Vancouver	**3[H] Energy** may have had a direct hand in the Tsunami through unstable geothermal power experimentations

The Corporations

TRAUMA ONE *"Saving Lives, one donation at a time"*	3^H ENERGY *"Providing renewable energy for a new generation"*
Public Mandate	
Trauma One provides emergency disaster relief.	Provide the next generation of renewable energies.
Shadow Mandate	
Provide access to partners in disaster zones, for a price.	Annex the poor regions for power.
Corporate Agent	
Veronica Dupius The Infiltrator DESIRE Compassionate, Networked	**Peter Nemo** The Tech PRIDE Friendly, Ruthless
CORPORATE PROJECT	
Expand the reclamation zoning, force the poor from their homes and repossess the valuable coastline property. Starting with the abandoned 3H Energy Arcology island.	**Reclaim the fallen 3H Energy Coastal Arcology, it holds vast technology/information secrets.**

PACIFIC SECURITY SOLUTIONS *"Private Security, Public Service"*	APPLIED OPTIMISM *"The Voice of the people"*
Public Mandate	
Provide the best private security money can buy.	The premier multimedia and news provider.
Shadow Mandate	
Secure an independent Pacific state.	Use the media to control the people.
Corporate Agent	
Major Alice Grant The Handler RAGE Precise, Manipulative	**Tyler Morgan** The Ronin GRIEF Analytical, Committed
CORPORATE PROJECT	
Remove civilian authority from the city's police allowing PSS to dictate the terms of Vancouver reclamation in their favour.	**Get proof that another Corporation was responsible for the Tsunami, start with the 3H Energy leak.**

OPERATOR CREATION

The following are all the steps required to creating Operators using the Vancouver Aftermath pre-generated setting. In the full game there will be a variety of unique settings to jumpstart your adventures. The setting not only defines the opposition to the Operators but what corporate actions they were complicit with that became their **Regrets**.

1. Choose an Operator

Look over the six **Operators** and choose one that interests you. The six professions represent a large breadth of professional archetypes allowing the Cell to be sneaky, packing heat or some mix of the two. Everyone must pick a different and unique profession; there are no two Ronin on the same team. If two people want the same profession, discuss as a group and compromise.

The Handler leads the Cell making the decisions that need to be made and having a plan for when it all goes sideways.
- **Coax** the information you need from the people you meet.
- **Contingency** is having a backup for everything; of course you had a backup van right?
- **Observation** is not just noticing the finer details but being able to track and counter surveillance.

The Infiltrator moves unnoticed and removes the opposition through deception, trickery and ruthless precise strikes.
- **Martial Arts** you are a weapon that can be used to disarm a foe or snap a neck.
- **Security** can pick a lock to breaking into the latest hi-tech vault.
- **Stealth** that can hide you in a crowd or in the shadows of midnight run.

The Ronin is a soldier, a mercenary, a person of action who has mastered the art of war.
- **Explosives** can be built and placed with ruthless efficiency or disarmed with a deft touch.
- **Firearms** represent mastery of every weapon from a derringer to a rail gun.
- **Tactics** allow you to anticipate your enemy's movements and plan your teams approach.

The Runner lives and breathes the sprawl of the city and has mastered its every corners.
- **Pilot** anything that has a control stick or steering wheel.
- **Parkour** move through the city using your body and athleticism.
- **Sprawl** is the knowledge of what is behind every corner of the city, and it's darkest secrets.

The Tech is the one who has a knack for the technology that makes up every aspect of this society, and knows how to get at its secrets.
- **Engineering** can design and build any of the technological marvels that make up this world.
- **Drones** control most of everything in modern life from garbage collection to gunships.

- **Hacking** gets past the dangerous ICE of corporate systems to control the machines of the enemy.

The White Coat is the scholar, the one who understands the human condition and knows how to fix it.
- **Investigation** to find what you need and get the root of a problem.
- **Medicine** to treat injuries, diagnose a problem and understand the sciences.
- **Psychology** allows you to understand the minds of your enemies see their deceptions and anticipate their actions.

2. Name Your Operator
Pick a name for your Operator, you can use one of the ones in your playbook or something else.

3. Define Your Skills Baggage
In Headspace each of your three Operator skills define not only what you are extremely good at doing, but tell you a bit about what kind of a person you are and what kind of emotional past you have had with the other Operators. Each skill has a question about how you used your skills in the past working for the Corporations and defines a connection to a fellow Operator. Discuss amongst each other and determine who was involved with your skill. Feel free to provide to come up with as much fiction regarding this interaction in your past.

Speak to the table and share your ideas with everyone, after all they are going to know a great deal about each of your skills and your experiences with them.

Based on the interaction of your Operators choose a Discipline to go with each skill. Do not choose the same Discipline twice. This is how your Operator feels when using that skill--their emotional baggage. Record this on your character sheet, all the other Operators should share this information so you can record what baggage you will use when using their skills.

[GM SIDEBAR –As the GM, invite the players to take turns in this process, allow each player to ask one question and see whomever else would be interested in being part of this persons story. Start with the quietest player first.]

4. Choose a Sub-Culture
Your Sub-culture represents how you're Operator looks, and might indicate the types of people they stay with.
There are 5 sub-cultures (pick one): **Neon's**, **Trans-humans**, **Net-head**, **Corporates and Drifters.**

See the **Sub-Culture Look Work Sheet** for full descriptions.

5. Choose a Look
Your Sub-Culture gives you a pick list of how your Operator Looks to rest of the world both in the flesh and online, pick one from each of the following lists: **Eyes**, **Hair**, **Body**, **Clothes**, and **Avatar** (how you appear online in the Wetspace of the internet).

See the **Sub-Culture Look Work Sheet** for full descriptions.

6. Choose your Disciplines

Assign the following scores to your six Disciplines: +2, +1, +0, -1, -2. Your Discipline will tell you which emotions your Operator is good at dealing with and which you are not. Put your highest score in which ever emotion you want to have confidence in controlling and your lowest score in the emotion that gets the better of you.

Record your Discipline ratings on your Operator sheet.

7. Define Ghost Operators

Headspace is designed to work efficiently with a full group of up to 5 Operators out of total of 6, which gives the Players a wide breadth of different skills to choose from in the Headspace.

Depending on the number of players playing there will be more or less Ghost Operators in the Headspace.

Ghost Operators represent Operators that used to work with Cell but at some point in the past died during a previous adventure (if you wish you can have them die in the opening sequence of **It All Went Sidways** on page). However, when you die in the Headspace you leave behind pieces of your consciousness and skills with baggage that continue to interact with the team.

Not only do Ghost Operators provide the team with a much needed skill but they also become an NPC that the Cell will regularly interact with. Don't worry about too many details regarding the personality of the Ghost at this step.

If there are 5 Players, the remaining Operator not chosen will be the Ghost.
If there are 4 Players, the remaining 2 Operators not chosen will be Ghosts.
If there are 3 Players, the remaining 3 Operators not chosen will be Ghosts.

For each ghost Operator the Cell should pick one skill from Operators three skills that will be accessible as a Headspace Move for all the Operators (It's the same skill for everyone). The GM will want to talk to the Cell about who the Operator was, the situations of their death and use this information to pick a Baggage for this skill (If this is a one shot feel free to kill the Operator off when the Quick tart goes south). Record the name of the Ghost, their chosen skill and associated baggage on your character sheets.

8. Define your Regret

At the beginning of play your Operator has a single **Regret**, a dark memory from their past dealings with one of the Corporations and it is directly tied to a single Corporate Secret from the Setting.

Corporate Secrets represent an action one of the Corporations made that directly contributed to one or more of the Events and Issues of the setting. Corporate Secrets are not considered public knowledge and only characters who tie their **Regret** to a specific Secret will truly understand what the Corporation may have gotten away with.

Vancouver Aftermath has a list of five Corporate Secrets (one for each Event and it's proceeding Issue), pick one Secret and work with your GM to define your **Regret**. It's more fun if the Players don't know each other's regrets until they are revealed in play but how secret you want to keep this should be left to the Cell to decide (note if it is secret this will slow down Operator creation as you figure out the details).

Events	Issues	Secrets
Massive Tsunami decimates the Pacific Coast	Corporate Reclamation Zones	**Trauma One** secured widespread access to secret documents and resources with a "rescue crew".
Pacific Coast famine	Food Riots	**Pacific Security Solutions** exacerbated the riots to ensure they were needed for future security contracts.
Plague Pandemic	Quarantine Zones	**Applied Optimism** advertised a cure it owns, that doesn't even work.
Toxins in Pacific Ocean from ruptured pipelines	Widespread immune diseases and fetal deformity become commonplace	3^H **Energy** wasn't just pumping oil through those pipelines…
Post-tsunami earthquakes	Unpredictable continued tectonic activity and worsening conditions in Vancouver	3^H **Energy** may have had a direct hand in the Tsunami through unstable geothermal power experimentations

The most important element in this step is that your **Regret** is consistent with the fiction as established in the setting and with the previous Skill Stories of all the Operators. The GM will facilitate this process and work with each of the Players to ensure their regret is interesting and works within the fiction.

Your Operator's Regret could be based on an action they made at the behest of the Corporation or themselves in the interest of the Corporation at the time.

Your Regrets can also be passive, you could have stood by while something terrible happened that may have had a role in creating but were then powerless to stop where it led to:

Strong Regret's place the guilt on your Operator's shoulders but leaves the Corporation strongly involved in your actions. A good Regret should have some way (even if very difficult) for your Operator to eventually overcome their guilt through redemption or even vengeance.

Your Regret isn't something you initially want to share with anyone, let alone the other Operators. Without the Headspace implant your Operator would be happy to take their Regret to their grave.

[GM SIDEBAR –As the GM, use the thoughts of the Players regarding their Regrets to fill out and define the fiction of the Corporate Secrets based on your Operator's participation in those events. If multiple Players want to be involved in the same Corporate Secret, the GM should take care to make the fiction consistent between the various Players i.e.: it's likely that not everyone could have successfully assassinated the same person.]

9. Define your Drive

Each Operator will also have **Drive**, a greater goal of dealing with your Regret when it is eventually revealed in play. Your Drive is a possibly achievable goal to right the wrongs of your past and should directly involve the Corporation that played a part in your Regret.

Your Drive is defined as being either based on **Vengeance** or **Redemption** (circle the box on the Sheet).

A **Vengeance Drive** is focused on an act of retribution against the corporation to make up for your Operators past Regret.

A **Redemption Drive** is more about personal atonement for your Regret.

10. Choose Edges

Each Operator has choices to make for a variety of **Edges**. Edges define specific character elements that are unique to your Operator and give you an edge over the competition. Edges define any exceptional gear, armour, weapons and contacts that you begin play with. Pick 2 from the list on your sheet.

11. Upgrades

Each Operator begins the game with one **Upgrade**, a piece of advanced cybernetic technology that will provide a specific benefit during play. Details are already on your sheet but some Operators can pick additional **Upgrades** depending on their Edge selections.

See the **Upgrade Sheet** for full descriptions.

12. Credits

Money is still very much a fact of everyday life in the future. Credits represent money in the fiction of Headspace. All players begin the game with the number of credits indicated on their Operator sheet and may acquire or lose credits during play based on action in the fiction. Use Credits to buy objects, pay for favours or put an Operator in debt with a mob boss.

1 Credit: 2 weeks salary at a decent job, a nice piece of gear or gun.
2 Credits: In deep with a loan shark or a month of middle class income

3 Credits: Enough for exotic trips, cyberware, gems etc..
4 Credits+: Enough to get a mortgage, buy a boat or a state of the art spinner.

13. Introduce your Operator to the Cell and begin play

Based on your defined look and skills introduce yourself to the team and you can begin play in the section **"It all went Sideways"**

THE GAME MASTER

Your Mission

As the GM for Headspace, you are promising the Players to do three things.

- Make the operatives feel like hyper-competent badasses in their specialities;
- Present a world of ruthless ambition and emotional consequences; and
- Break the world in such a way that only the Team can fix it.

Your Rules

Your job is to describe the setting as the operatives experience it. When you run a game of Headspace, speak to the Operatives rather than the players controlling them. When you describe the world of Headspace, you must say one of three things:

What honesty demands

Headspace is a game about teamwork. You are working together to tell an engaging story, full of wonder and cruel fortune. The best way to tell these stories is to speak with honesty and integrity. Be generous with the truth, telling the Operatives as much as you can. If something is intentionally hidden from them or would be normally outside of their reach, ask them to make a move to determine the truth.

When in doubt, narrate the outcome which is obvious to you. It will keep the story moving forward, and will give the players the comfort that they live in a rational universe. Sometimes the most surprising path is the straight one.

What the dystopia demands

The world is a place of faded wonders and shattered dreams. Tell the Players what hope for a better world has been covered with filth and corruption. Tell them how society has been hollowed out by greed and cruel ambition. Tell them of the glittering towers of light that house the corps, and the dank slums that the common people need to live in. Speak of rivers of industrial waste and skies filled with choking ash. Speak of the desperation of the downtrodden and the callous disregard by the elite.

Tell them how their world is dying and describe the cancers in excruciating detail. Inspire the PC's to operate.

What troubled hearts demand

View the world through the lens of emotion. Rage, Grief, Fear, Need and Ego. Use those feelings to paint the world and to drive the NPC's. Always think about the dominant emotions in the scene and in the *Headspace*. If the emotion isn't clear based on the narrative, choose or randomly determine one that will be dominant.

When there is a lot of stress in the Rage track, make the scum more aggressive and irritating. Make them threatening or cower when there is a lot of Fear stress, or depressed when Grief is strong. Use body language, metaphor and symbols to express how the emotional Headspace of the Operators changes their perception of the world.

Your People

The world is full of people, both noble and selfish in nature. Each of them has their own relationships, hopes, and fears. Your most important tools are the people you speak through. They can be terrible villains, vulnerable friends, faceless opponents or innocent citizens. All of these people can interact with the Operatives to move the action forward.

Your Techniques

There's a short set of six reliable techniques that are available, and support you in following the Rules. They are inherently situational by nature, but each one has its place and will help you select which Moves are appropriate for a given situation.

Honour their Expertise
Be a fan of the Players and their characters.

The Operatives are the world-experts in their specific fields, so acknowledge that. Ask the Hacker to describe the computer system. Make the Ronin name the mercenary band, and let the Runner describe the buildings they leap between. Delegate the narration to the experts, and build off their contributions.

Focus on the Individual
Headspace is, at its core, a game about teamwork. That is only a compelling story if there is something to work against the unity of the Cell.

As a GM, you need to highlight the individuality of its members in order to provide this adversity. Focus on the differences of opinion, belief, history, and privilege that divide the Cell. Use relationships to tug the Operatives away from each other. The world in general, and Corporations in specific, seek to shatter the Headspace and reduce the threat they pose to the status quo.

Always leave the Players with the choice to stay united as a team, but tempt them to serve their individual goals over those of the Cell. If they choose the Headspace, show them the consequences and what they sacrificed in the name of the Cell. There are no easy decisions.

Give everyone a name and the price for their life.
Society is comprised of people with their own hopes, dreams, fears and ambitions. Give a name to each of them which emotion dominates them. Consider how much their lives are worth to the various power-Players and corporations? Life is cheap, and can be bought and sold in this broken society.

Map the relationships

It can be challenging to understand the various motivations and perspectives of the characters, and help you manage a complex social network. It's often useful to grab a blank sheet of paper and sketch out a map of the relationships between the Operatives and Agents in the game.

If you want to get fancy, consider colour-coding those relationships according to the dominant emotion in play. Maybe a red connection means that they have a bitter, angry relationship with each other, while blue might tie two people united by grief.

This Relationship Map will show you where to focus your attention. When an individual is under pressure, that stress will ripple through all of their relationships and affect the others nearby.

Direct corporate assets in the shadows
The Corporations don't often work in the light of day. Their operations remain covert and happen offstage. As a GM, always consider what the corporations are doing elsewhere. Sometimes your best move is in another arcology, rust-stained apartment building or noxious alleyway. Ask Questions, Offer Bargains, Use Threats, or Wield Force off-screen and show their effects when they come into the spotlight.

Think of consequences, intended and otherwise.
The world is a big place, full of vested interests and complicated relationships. Consider the consequences of the Operatives' actions, both those they desire and those they did not account for. Ask yourself who will be hurt, who will be empowered and who will seek revenge.

Your Moves
1) Ask Questions
Questions are your most flexible tool for elaborating the setting, discovering character personality and for establishing facts in the fiction. Whenever a Player acts in a way that you don't expect or understand, ask them why they are doing so. Ask provocative questions and build on the answers.

Ask questions about their intent, reasoning, and motivation. You can ask questions about their history, their current activities or their plans for the future. You can even ask questions about the setting, and give the player a chance to establish something about the crumbling world.

Ask leading questions that have heavy implications, but do not necessarily demand any specific answer. These questions let you propose something about the story, and give the Players a chance to interpret or modify it.

When you ask your questions, be certain to respect your Rules. Ask them what they think would happen next. Ask them about the terrible realities of their dystopian world. Ask them about personal histories and relationships.

2) Offer Bargains

Present the Operatives exactly what they want or need. Perhaps it is power, fame, connections, tech or information. Tell them what it will cost to get it.

Agents and Corporations can offer the Operatives a deal. Anchors use their relationships to get help. Actions have unintended consequences. You can use this tool to respond to the Player's requests. All you need to do is say "Yes, but" or "Yes, if" and tell them what cost they must pay to get their way.

If they agree to pay that price, apply the consequences in the narrative. If Operative agrees to this bargain, they get what they want and don't need to make a Professional, Headspace or Improvised move.

Conversely, the GM can simply explain what skill would be necessary to overcome a given obstacle. If the player makes successfully makes the appropriate move, they can overcome that challenge.

3) Threaten Violence

Sometimes you just want them to bleed. With this move, you threaten bodily (or neurological) injury unless they do what you want. This could be an intentional attempt at intimidation or merely an unwelcome truth about the world.

Describe something in the fiction that physically threaten the Operatives in some way. If the Operatives fail to deal with the threat, by capitulating or effectively resisting, inflict the consequences on them. Deal Harm to an Operator (based on weapon or environment). The amount of Harm normally varies from 1 (for the lightest injuries) to 4 (major injuries).

- 1 Harm would be appropriate for a fist, a knife or a cyberspike.
- 2 Harm would be appropriate for a machete, light pistol.
- 3 Harm would be appropriate for a mono-Katana, shotgun or assault rifle.
- 4 Harm would be appropriate for a machine gun, sniper rifle or grenade launcher.
- 5 Harm is the realm of mobile artillery and sophisticated cybernetic assault platforms. Use these sparingly, based on the guidelines on pg. 19

A group of thugs walk up to you, with alcohol on their breath and hate in their eyes. They start to surround you. When you fail to give them all your creds, the thugs pull out pistols and shoot Kara. Based on the weapon damage and their numbers, that would be 2 Harm.

4) Foster Emotions

Headspace is a game about emotions. You can use this move to push the characters around and force them to act. Describe something that encourages one of the given emotions.
- Rage: Provoke them
- Fear: Threaten them

- Grief: Blame them
- Need: Bribe them
- Ego: Flatter Them

If the operatives fail to act out the emotion, by repressing their feelings or resisting the emotional pressure, inflict the consequences on them. Add 1 Stress to one relevant emotional track. If the person applying the pressure is family, by blood or by deed, increase it to 2 Stress instead.

The gentleman's words are soothing and reassuring. When you ignore him and try to continue your search through the corporate Gala, add one Pride stress to the track.

5) Seize Control
Put the Operators exactly where you want them. This is the strongest and most unforgiving tool in your toolbox, best used precisely yet infrequently. It's also the most effective tool for pushing the narrative forward and forcing the Operators into action.
- Seizing control can come in many ways.
- Put an Operator where you want them, by moving, separating, blocking or capturing one them.
- Drain their Resources. Common resources are bullets, fuel, reputation, secrecy, contacts or credits.
- Establish some event or introduce someone tied to an Operator's Regret.

See the GM Reference Sheet for all of these together.

IT ALL WENT SIDEWAYS

The first session begins in Media Res, the first job has already started and it's not going well at all. In fact you are all still directly dealing with the fallout.

If you run this game at a con or don't have a lot of time you can quick start it, use the answers in the red text to quickly jump to the action.

The GM should begin by asking the players which of the 4 Corporate Project's they are trying to stop?
TRAUMA ONE: Expand the reclamation zoning, force the poor from their homes and repossess the valuable coastline property. Starting with the abandoned 3H Energy Arcology island.

The chosen Dystopian Clock immediately becomes active and the GM fills in the first corporate slice at the very top representing that they have already partially advanced towards their goal.

The following leading questions are asked by the GM to the Players filling out the voids of what happened, what went so terribly wrong? And what everyone is trying to do fix things and still get out alive.

From then on the GM will use their tools (see **GM Reference Sheet**) and the Players will be using their Operators to narrate the fiction.

TRAUMA ONE: Is trying to focus their attention on securing the abandoned Arcology island under the guise of containing hazardous waste and plague concerns. They need to do this quickly before 3H gets any idea what is going on but they are likely going to be brutish with the locals and aren't opposed to conflict with 3H.

What three Objectives are you trying to accomplish to work against this Corporate Project? (GM you can record these on the Objective Clocks work sheet)
Recover important data/research from the 3H Facility before anyone else does.
Protect nearby civilian populations from Trauma One "crime" raids
Keep 3H Energy out of the area, don't want a war.

But the Job goes sideways, bad…
As the group, define something that didn't go according to plan in a very bad way?

As the group, of your 3 objective, what is the one thing actually going well?
[GM: They tried to do 3 things of equal importance, after everything went sideways they are however about to get one thing done right, well sort of]. Whichever objective you are doing well on award the Operators one slice towards that objective

Emotions Build: What emotion best accounts for it all going sideways?

As the group, decide which emotion represents how it all went sideways?

[GM: Set the Stress Track for the emotion the group picks at 4, ask the players to describe this emotion in the setup of the scene, as the GM pick a second emotion that has everyone on edge at set that track at 2 and describe how that emotion got mixed into everything, all other tracks are set at 1].

The GM then asks each Player (optional depending on if you need more ideas)
Provide one detail about the Op that was going in your favour before it all went Sideways?
Provide one detail about how it went sideways for your Operator?

Hit the ground running.

The GM brings the job into the now. Everything has gone sideways it's up to the Players to get out alive and with at least one of their goals intact (hopefully).

GM: Bring your A game to the description of the opening scene. Everything has gone to shit, allies are bleeding down the hall, cars are on fire. Heck maybe the building is collapsing. Start things in a dire shitty place and let the Players figure their way out of the mess.

Welcome to your Headspace!

First Session Dystopian Clock Example

HEADSPACE DYSTOPIAN CLOCKS

CORPORATION Trauma One
PROJECT GOAL Expand the reclamation zoning, force the poor from their homes and repossess the valuable coastline property. Starting with the abandoned 3H Energy Arcology island.

PERMANENT SETTING EVENT

TIME MILESTONE
Seize control of 3H Arcology

COST MILESTONE

QUALITY MILESTONE
No one saw this coming, 3H, Civilians and the Operators were all caught off guard.

SESSION OBJECTIVES

OBJECTIVE
Recover important data/research from the 3H Facility before anyone else does.
OUTCOME

OBJECTIVE
OUTCOME

OBJECTIVE
OUTCOME

OBJECTIVE
Protect nearby civilian populations.
OUTCOME

OBJECTIVE
OUTCOME

OBJECTIVE
OUTCOME

OBJECTIVE
Keep 3H Energy out of the area we don't want a war.
OUTCOME

OBJECTIVE
OUTCOME

OBJECTIVE
OUTCOME

SESSION TWO +

Dystopian Clock Resolution

In Headspace long play, each of the 4 corporations is attempting to complete their Corporate Projects and establish a new Permanent Event in their favour to the setting. These are tracked using Dystopian Clocks which represent activities of the Corporations and Operators various objectives from session to session.

At the beginning of play (It All Went Sideways), the players have picked the Corporation and the first project. Each Corporate project plays out over 2-3 sessions of play represented by three "Project Milestones": Time, Cost and Quality. These are companies and they want to get things done on a budget, in a reasonable amount of time and have what they wanted in the end.

As the GM try to break down the larger project goal into these milestones and focus the narrative on how they are playing out in the fiction.
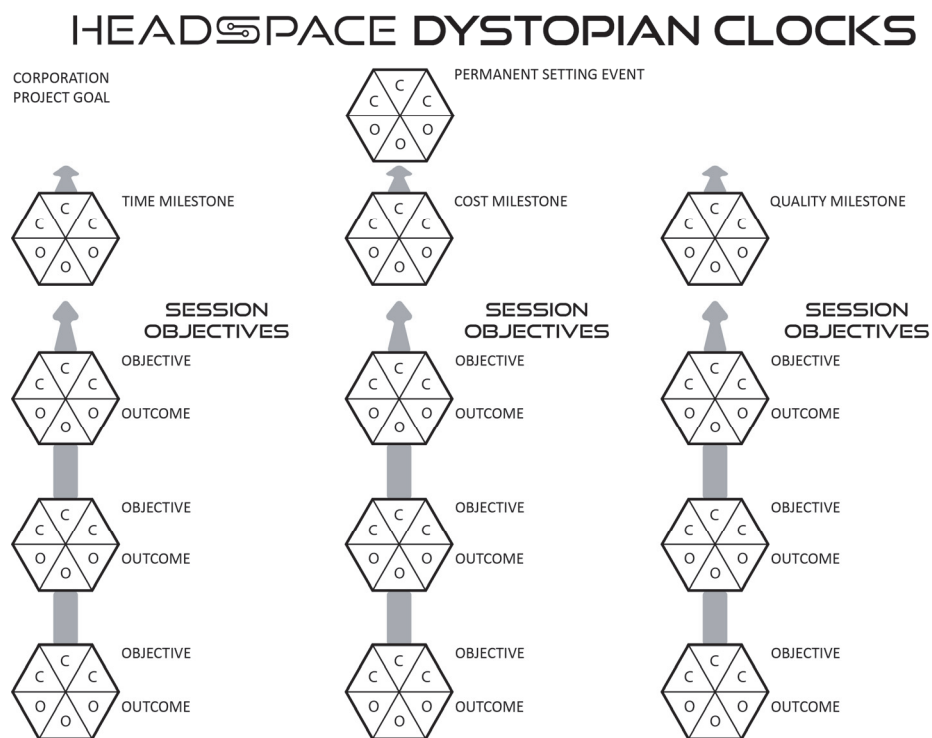
Each Milestone is represented by 3 Objectives, when they are complete the results chain up towars the top. The Milestones are really just for tracking purposes.

First Session Outcome Example

For example, after the first session the Operators have succeeded in 2 objectives but lost a third. This means the Time Milestone will have 2 Operator victories and 1 Corporate. The results of the milestone feed directly to the top, since the Operators got more victories fill out one Operator slice from the dystopian clock. Also, remember that in the start of the first session

HEADSPACE DYSTOPIAN CLOCKS

CORPORATION Trauma One
PROJECT GOAL Expand the reclamation zoning, force the poor from their homes and repossess the valuable coastline property. Starting with the abandoned 3H Energy Arcology island.

PERMANENT SETTING EVENT

TIME MILESTONE
Seize control of 3H Arcology

COST MILESTONE

QUALITY MILESTONE
No one saw this coming, 3H, Civillians and the Operators were all caught off guard.

SESSION OBJECTIVES

OBJECTIVE
Recover important data/research from the 3H Facility before anyone else does.
OUTCOME
We recovered encrypted data from the 3H mainframe.

OBJECTIVE
Protect nearby civilian populations.
OUTCOME
Nearby civillians weren't evicted, BUT Trauma One has security check points

OBJECTIVE
Keep 3H Energy out of the area we don't want a war.
OUTCOME
3H has a strong military presence, BUT Trauma One is still in control of the island.

SESSION OBJECTIVES

OBJECTIVE

OUTCOME

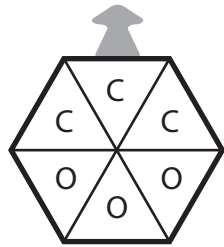OBJECTIVE

OUTCOME

OBJECTIVE

OUTCOME

SESSION OBJECTIVES

OBJECTIVE

OUTCOME

OBJECTIVE

OUTCOME

OBJECTIVE

OUTCOME

At the start of each Session of Play the GM may either, activate an additional Corporate Project, bringing another Corporation into play. If the Operators hadn't worked against an active Corporate Project on the last session the related Dystopian Clock it automatically gains 1 Corporate slice at the top.

Long play will be greatly detailed in the full game, this is just an early look at the ideas.
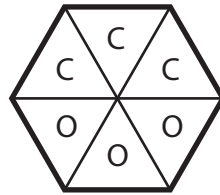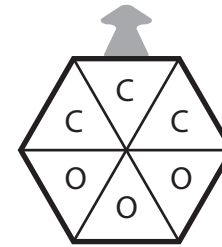
HEADSPACE DYSTOPIAN CLOCKS

CORPORATION
PROJECT GOAL

PERMANENT SETTING EVENT

TIME MILESTONE

COST MILESTONE

QUALITY MILESTONE

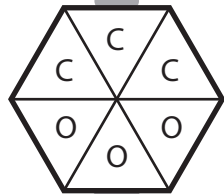### SESSION OBJECTIVES
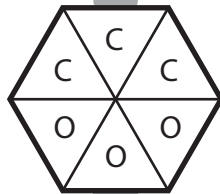
OBJECTIVE

OUTCOME

OBJECTIVE

OUTCOME

OBJECTIVE

OUTCOME

SESSION OBJECTIVES

OBJECTIVE

OUTCOME

OBJECTIVE

OUTCOME

OBJECTIVE

OUTCOME

SESSION OBJECTIVES
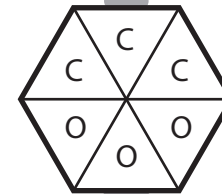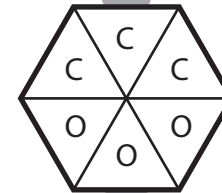
OBJECTIVE

OUTCOME
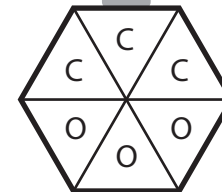
OBJECTIVE

OUTCOME

OBJECTIVE

OUTCOME

HEADSPACE STRESS TRACKS

SYNC

GAIN SYNC BY

REVEAL A REGRET
SACRIFICE FOR ANOTHER'S DRIVE

EXPEND SYNC TO

TURN ANY RESULT INTO A 10

RAGE

FEEDBACK

4

3

2

1

RAGE

GRIEF

FEEDBACK

4

3

2

1

GRIEF

FEAR

FEEDBACK

4

3

2

1

FEAR

NEED

FEEDBACK

4

3

2

1

NEED

EGO

FEEDBACK

4

3

2

1

EGO

WHEN THERE IS NO STRESS YOU MAY MAKE A PROFESSIONAL INSTEAD OF HEADSPACE MOVE

HEADSPACE VANCOUVER 2074

STRAIT OF GEORGIA

WEST VAN

NORTH VAN

Vancouver Harbour

English Bay

WEST END

VAN WEST

EAST VAN

BURNABY

COQUITLAM

MAPLE RIDGE

Fraser River

NEW WEST

AIRPORT

SURREY

RICHMOND

LANGLEY

Fraser River

DELTA

Mud Bay

LADNER

BOUNDARY BAY ARCOLOGY

WHITEROCK

Boundary Bay

TRAUMA ONE ZONING
December 2074

DISASTER ZONE

RECLAMATION ZONE
Corporate ID Required

QUARANTINE ZONE
Med Check Controls

RECOVERED

CYBERNETIC UPGRADES

Each Operator begins play with one upgrade of their choice from the following list. With character advancement additional upgrades can be acquired.

Visual Suite:
Night vision, telescopic magnification, microscopic magnification, video recording, glare protection, visual editing and filtering... cybereyes are way more advanced than they used to be, and they look almost normal to boot.
(+Implant +Anti-Dazzle +Visual Enhancement +Thermograph +Night Vision +Record +Discreet)

Thermoptic Camouflage:
Your skin's wired with all sorts of little electric doodads that allow you to bend light and make yourself effectively invisible, even masking your heat signature. The downside: unless your clothes are made of thermal cloth, you've gotta be naked for it to work.
(+Implant +Cloak)

Shock Pads:
Pads in your cyber-hands can deliver a variable electric charge, which has a couple of handy uses. One, you can jump a car (or someone's stopped heart) with it. Two, you can stop someone in their tracks with it.
(3-Stun Intimate Reload Loud +Implant)

Eyeball Drones:
A pretty common upgrade for cybereyes, an eyeball drone is an eye you can take out of your skull and then pilot around so you can see what it sees remotely. It's got a limited range of a block or two, but it can be useful in a variety of sneaky ways.
(+Implant +Drone +A/V Suite +Record +Flight +Headspace Link)

Haz-Mat:
Less a discreet implant and more a series of minor implants throughout your body, a haz-mat upgrade gives you blood filters, radiation dampeners, thermal and cooling systems, an oxygen distribution and filtration system, and all sorts of other toys that allow you to resist the effects of hazardous materials and environments for a short period of time.
(+Implant +Discreet +Analyzer +Poison Prevention)

Juicer:
A network of servos and tubes connected to an adrenaline collection and distribution system so you can trigger a powerful kick in the pants when you need it. I've heard prolonged use makes your heart explode, but whatever. Anytime you involve a feat of strength in a Move, you add the current rating of the Rage/Pride (pick when implanted) Headspace track.
(+Implant +Discreet)

Cyberlegs:
It takes a special kind of person to get both of their legs surgically removed and replaced with implants. If you're that special kind of person, you can run as fast as a car and jump fifteen or twenty feet vertically. Anytime you are using your legs in a Move you add the current rating of the Fear/Desire (pick when implanted) Headspace track.

Mono-Filament Whip:
A stupidly dangerous weapon, hidden in your finger so you can have it on you all the time. If you're planning on using it for party tricks, give me ten minutes warning so I can leave.
(2-harm AP hand/close area dangerous messy +Discrete)

Medical Suite:
Drug storage, vital monitor, medical injectors, synth-skin sprayers. You can use it to treat yourself or someone else. This suite of tools gives +1 Health restored when using Treat.
(+Implant +Discreet)

CYBERNETIC UPGRADES

Nano-Surgeon Delivery System:
I once saw a guy take a clip full of flechettes in an alley, then saw that same guy the next week, good as new. He had one of these. Any sufficiently advanced application of nanomachines is indistinguishable from That Which Should Not Be, and will likely destroy us all. You repair 1 point of Harm at the end of every scene.
(+Implant +Discrete)

Muscle and Bone Stabilizers:
Your bones are laced with a carbon-steel alloy, and your muscles are reinforced with filaments and medical gel injectors. Ignore up to 3 Harm from any Vehicle Crash/Crush or Fall. Allows you to jump from a 3 story building with little to no danger.
(+Implant +Absorb +Discrete)

Pain Editor:
When you feel pain, your body is trying to tell you something. Maybe you don't want to listen to your body, though. Maybe your body's an asshole, I don't know. Ignore ongoing harm penalties equal to the current rating of the Grief/Bliss (pick when implanted) Headspace track.
(+Implant +Discrete)

The Potato Head Disguise Kit:
There are two useful things you can do with this implant. The first is that you can take pieces of your face off and replace them with other pieces so you look like someone else. The second is that you can just take all of them off and scare the bejeezus out of someone.
(+Implant +Disguise)

Rabbit Ears:
You can get civilian radio, police and military bands, and even some corporate bands with the right know-how, streamed directly to your head. Satellite radio still costs extra, though.
(+Implant +Enhanced Hearing +Level Dampener +Radio/Cell Link + Record +Music System +Discrete)

Sub Dermal Plating:
Getting this stuff implanted is incredibly painful and debilitating for about three weeks, but when you recover you've got literal armor beneath your skin. Allows you to parry hand weapons and inflict +1 Harm in Hand to Hand.
(Armour 2 +Implant +Parry +1 Harm with Hands)

Skin Weave:
Nanobots weave armor into your skin, making it a lot harder to penetrate. It also makes your sense of touch less... sensitive.
(Armour 1 +Implant +Discrete)

Snikts:
I'm pretty sure you know what these do, bub.
(3-harm AP hand/close messy +Discrete)

Wired Reflexes:
You're fast, precise, and your reaction time is greatly enhanced because of the electronic stimulants applied directly to your brain. Side effects include being really hyperactive and annoying. You always go first in any situation where time is of the essence, you can ignore the Reload constraint on gear you are using.
(+Implant +Quick +Discrete)

CHOOSE A SUB-CULTURE

Your Sub-culture represents how your Operator looks, and might indicate the types of people they stay with. There are 5 sub-cultures (pick one): Neon's, Trans-humans, Net-head, Corporates and Drifters. Some settings will have their own additional Sub-Cultures unique to their setting, they will be indicated in the Setting (see Chapter XX Pre-generated settings).

As a **Neon** you demand the attention of others and rarely stay quiet and in the shadows of a crowd. Neon's pride themselves on standing out from the masses of corporate society and most importantly not conforming to the needs of corporate society. Neon's generally wear bright colourful clothing full of life, and avoid name brands at all costs. Neon's embrace augmentation technology as long as it allows them to stand out from the sheep.

As a **Trans-human** you have embraced cybernetics and body augmentation. You likely believe this to be the next step in human evolution. Whereas some replace because of injury you do so to be better or to just fit in with the rest of society.

As a **Net-head** you spend more time in virtual worlds than in the real. Even when you aren't on the net you are always sporting the latest gadgets. Your flesh appearance is probably in decline but what you really care about is how many net followers you have.

As a **Corporate** you like to follow the rules and avoid rocking the boat of society. You keep you clothing and grooming clean and orderly and prefer the record that comes from reliable consumer brands over the drivel of Drifters and Neon's. Whether you're a business savvy merchant or a Middle class staffer at the latest hi-tech outfit, you are always welcome in the ranks of corporate style.

If you're a **Drifter** you may be off the grid and live on the fringes of society. You like it that way, not being the center of attention and living life by your own rules. Not a fan of big brother, you tend to keep a low profile and keep moving.

CHOOSE A LOOK

Your Sub-Culture gives you a pick list of how your Operator Looks to rest of the world both in the flesh and online, pick one from each of the following lists: Eyes, Hair, Body, Clothes, and Avatar (how you appear online in the Wetspace).

Neons Look Like
Eyes: Colour Iris with no White, Orange, Purple, Red, Neon Green
Hair: Bright Dyes, UV Glow, Light Emitting
Body: Digital Tattoos, Skin TV, Chem Skin Colours
Clothes: Woven Hard Plastics, Vinyl, Light Paneled
Avatar: (something bold with bright colours, describe yourself)

Trans-humans Look Like
Eyes: Cyclops Visor Implant, Cat Eyes, a Third Eye, Just plain Cyber Eyes
Hair: Chrome Dome, Anime Plastic, Animal Ears,
Body: More Metal than Flesh, Steampunk, Furry (tail optional)
Clothes: Hulked (One size too small), Missing where replacements are, Minimalist
Avatar: (not like a person at all, describe yourself)

Net-heads Look Like
Eyes: Glazed over, Drifting, Focused
Hair: Bald w/Retro Net Ports, Shoulder Length, Grunge
Body: Lanky, Chunky, Young
Clothes: Second Hand, Sweat Stained, Loose Fitting
Avatar: (very unique, probably NSFW, describe yourself)

Corporates Look Like
Eyes: Paranoid, Intense, Tired
Hair: Trimmed/Groomed, Always Perfect, Unassuming
Body: Athletic, Unassuming, Out of Shape
Clothes: Overtly Expensive, Uniformed, Business Casual
Avatar: (business appropriate and uniform looking, describe yourself)

Drifters Look Like
Eyes: Thousand yard stare, Eye Patch, Hopeful
Hair: Bandana, Long and unkempt, Spikey,
Body: Pierced, Ripped, Skinny
Clothes: Biker Leathers, Revolutionary Student, Thrifty
Avatar: (pre-selected iconography, describe yourself)

*For more information go to **www.headspacerpg.com***

THE MOVES

OPERATOR SKILLS

When you use one of your three Operator skills, you may make a Professional or Headspace Move.

PROFESSIONAL MOVE

For the remainder of the session, anytime you want to use this skill, say what you want to do with this skill and you will succeed.
The first time you use this skill in the session you must increase the Stress Track by 1 for the Skills Baggage.

NO SKILL

IMPROVISED MOVE

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 + Discipline of the highest current stress track.

10+   **Succeed without emotional complications.**

7-9   **Succeed, but the GM Will also make a Move.**

6-   **The GM tells you what happens.**

HEADSPACE SKILLS

When you use a skill from another Operator you must make a Headspace Move and Act with the Emotional Baggage of the Skill.
If the Stress Track of the skills Baggage type is 0, you may make a Professional Move instead of a Headspace Move.

ACT WITH RAGE

When you use a Skill with the Rage Baggage, say what you want to do and roll + Rage Discipline.

10+   **Succeed without emotional complications.**

7-9   **Succeed, but pick 1 Rage Complication.**

6-   **Succeed, but pick 2 Rage Complications.**
OR The GM tells you what happens.

RAGE COMPLICATIONS:
You ignore something obvious.
You inflict collateral damage.
You provoke a new conflict.
You use excessive force.

ACT WITH GRIEF

When you use a Skill with the Grief Baggage, say what you want to do and roll + Grief Discipline.

10+   **Succeed without emotional complications.**

7-9   **Succeed, but pick 1 Grief Complication.**

6-   **Succeed, but pick 2 Grief Complications.**
OR The GM tells you what happens.

Grief COMPLICATIONS:
You put yourself in harm's way.
You hurt someone you care for.
You neglect your responsibilities.
You drown in your own sorrows.

ACT WITH FEAR

When you use a Skill with the Fear Baggage, say what you want to do and roll + Fear Discipline.

10+   **Succeed without emotional complications.**

7-9   **Succeed, but pick 1 Fear Complication.**

6-   **Succeed, but pick 2 Fear Complications.**
OR The GM tells you what happens.

FEAR COMPLICATIONS:
You hesitate when it matters most.
You avoid an existing conflict.
You overestimate the danger.
You leave behind an ally or resource.

ACT WITH NEED

When you use a Skill with the Need Baggage, say what you want to do and roll + Need Discipline.

10+   **Succeed without emotional complications.**

7-9   **Succeed, but pick 1 Need Complication.**

6-   **Succeed, but pick 2 Need Complications.**
OR The GM tells you what happens.

NEED COMPLICATIONS:
You give up a secret for attention.
You give up someone else's ally/resource for gain.
You obsess over something.
You ignore a personal risk.

ACT WITH EGO

When you use a Skill with the Ego Baggage, say what you want to do and roll + Ego Discipline.

10+   **Succeed without emotional complications.**

7-9   **Succeed, but pick 1 Ego Complication.**

6-   **Succeed, but pick 2 Ego Complications.**
OR The GM tells you what happens.

EGO COMPLICATIONS:
Your false pride puts the team at risk.
You become jealous of another.
You refuse needed assistance.
You insult or berate an ally for being inferior.

REVEAL YOUR REGRET

Once per session, you may reveal your Regret to the other Operators when you roll a 6- on Headspace Move, you may then:

The Cell gains Sync
OR
Turn the 6- you just rolled into result of 10.

You reveal your Regret as a Flashback Scene. The scene interrupts the current fiction, but takes place in the blink of an eye for the Operators. Provide a full narrative of the scene. Each Operator may then ask a leading question about the details of your flashback.

THE GAME MASTER

YOUR MISSION

Make the operatives feel like hyper-competent badasses in their specialities
Present a world of ruthless ambition and emotional consequences
Break the world in such a way that only the Team can fix it

YOUR RULES

Say what...
> Honesty demands
> The dystopia demands
> Troubled hearts demand

YOUR PEOPLE

Speak through...
> Corporate Agents
> Human Resources
> Civilian Anchors
> The Scum

YOUR TECHNIQUES

You may want to...
> Honour their expertise
> Focus on the individual
> Give everyone a name & a price for their life

> Map the relationships
> Direct corporate assets in the shadows
> Think of consequences, intended and otherwise

YOUR MOVES

ASK QUESTIONS

OFFER BARGAINS

THREATEN VIOLENCE

Deal Harm to an Operator
1 - 4 based on Weapon/Environment

FOSTER EMOTIONS

Push the Operators around and force them to act. Describe something that encourages one of the given emotions.

If the operatives fail to act out the emotion, by repressing their feelings or resisting the emotional pressure, inflict the consequences on them. Add 1 Stress to one relevant emotional track. If the person applying the pressure is family, by blood or by deed, increase it to 2 Stress instead.

Rage: Provoke them
Fear: Threaten them
Grief: Blame them
Need: Bribe them
Ego: Flatter Them

SEIZE CONTROL

Put an Operator where you want them
By Moving, seperating, blocking or capturing one of them.

Drain Their Resources
Such as Ammo, Fuel, Reputation, Secrecy, Contacts or Money.

EMOTIONAL COMPLICATIONS

RAGE

You ignore something obvious
You inflict collateral damagez
You provoke a new conflict
You use excessive force

GRIEF

You put yourself in harm's way
You hurt someone you care for
You neglect your responsibilities
You drown in your own sorrows

FEAR

You hesitate when it matters most
You avoid an existing conflict
You overestimate the danger
You leave behind an ally or resource

NEED

You give up a secret for attention
You give up someone else's ally/resource for gain
You obsess over something
You act in your own self-interest

EGO

Your false pride puts the team at risk
You become jealous of another
You refuse needed assistance
You insult or berate an ally for being inferior

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INFILTRATOR	NAME	BAGGAGE
	MARTIAL ARTS	
	SECURITY	
	STEALTH	

HANDLER	NAME	BAGGAGE
	COAX	
	CONTINGENCY	
	OBSERVATION	

RONIN	NAME	BAGGAGE
	EXPLOSIVES	
	FIREARMS	
	TACTICS	

RUNNER		BAGGAGE
	PILOT	
	PARKOUR	
	SPRAWL	

TECH	NAME	BAGGAGE
	ENGINEERING	
	DRONES	
	HACKING	

WHITECOAT	NAME	BAGGAGE
	INVESTIGATION	
	MEDICINE	
	PSYCHOLOGY	

HEADSPACE SIGN-UP SHEET

YOUR NAME	E-MAIL

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THE RUNNER

Some people get confused if they take the wrong turn, or walk a block too far. Not you. Whether driving or on foot, your memory of places and understanding of the urban landscape are as automatic as breathing.

The city is as familiar as your own body. You know the rhythms of traffic and neighbourhoods. You can plan routes throughout your day that effortlessly shake tails and get you to your end location with time to spare. Being late is not a problem you suffer from. You're never late, because you'd never fail your Cell.

REGRET

You are haunted by an action you took in the name of a Corporation. Which Corporate secret is this regret tied to?

What do you Regret doing?

Once per session you may Reveal Your Regret via Flashback to turn a 6- on a Headspace Move into a 10. You can then create a new regret or provide more detail to an existing one.

DRIVE

Your Drive gives you purpose and motivates you to deal with your Regret. Circle One: Vengeance / Redemption
Describe your drive:

If another Operator makes a sacrifice to help your Drive, refresh the teamwork track.

SUBCULTURE

Circle one: Corporate, Drifter, Neon, Net-Head or Trans-human.

LOOK

EYES:

HAIR:

BODY:

CLOTHES:

AVATAR:

NAME

Choose one of the following:

Brooklyn, Charger, Dodge, Harlem, Gastown, Gemmayze, Kolonaki, Nike, Skid, Shelby, Wheelie.

Or a name taken from something fast and stylish, the name of a neighbourhood, or a name that connects you to the sprawl.

DISCIPLINES

How well do you control your emotions? (+2, +1, 0, -1, -2)

⬡ **RAGE** — *Irritation, Resentment, Excitement, Bitterness, or Fury.*

⬡ **GRIEF** — *Harassment, Misery, Anguish, Despair, Regret, or Pain.*

⬡ **FEAR** — *Suspicion, Anxiety, Panic, Terror, Helplessness, or Doubt.*

⬡ **NEED** — *Desire, Greed, Envy, Pining, Passion, Ambition, or Love.*

⬡ **EGO** — *Pride, Dignity, Honour, Satisfaction, Narcissism, or Vanity.*

OPERATOR SKILLS

Each skill has a question about how you used your skills in the past working for the Corporations and defines a connection to a fellow operator.

Choose a Discipline to go with each skill. Do not choose the same Discipline twice. This is how your Operator feels when using that skill--their emotional baggage.

PILOT
Who pulled you from a fiery wreck just in time?

PARKOUR
Who did you leave behind because they couldn't keep up?

SPRAWL
Who did you hide from a Corporate threat?

OPERATOR SKILLS

You may make a Professional or Headspace Move when using your own skills.

RUNNER		BAGGAGE
	PILOT	
	PARKOUR	
	SPRAWL	

HEADSPACE SKILLS

Make a Headspace move when using another's skill.

INFILTRATOR	NAME	BAGGAGE
	MARTIAL ARTS	
	SECURITY	
	STEALTH	

HANDLER	NAME	BAGGAGE
	COAX	
	CONTINGENCY	
	OBSERVATION	

RONIN	NAME	BAGGAGE
	EXPLOSIVES	
	FIREARMS	
	TACTICS	

TECH	NAME	BAGGAGE
	ENGINEERING	
	DRONES	
	HACKING	

WHITECOAT	NAME	BAGGAGE
	INVESTIGATION	
	MEDICINE	
	PSYCHOLOGY	

RUNNER EDGES

You start with:

Crash Suit (Armour 2)

Machine Pistol (2-Harm Close/Near +Loud +Suppressive)

Pick your ride:

        O Kaneda Cyberbike (Armour 1) 1 pilot, 1 passenger, recumbent design, speed 130mph.

        O Torque Truck (Armour 3, +Load, +Tow) 2 crew, 4 passengers, storage, speed 70mph.

        O Spinner Aerodyne (Armour 2, +Flight) 1 pilot, 4 passengers, speed 200mph.

1 Credit

PICK 2 RUNNER EDGES:

O HEADSPACE VEHICLE LINK

You may remotely pilot your ride because of an implanted neural link between it and your Headspace implant.

O A THIN CROOKED LINE

A dirty cop on the take who can help you with more than just your speeding tickets (What's their name and expertise?).

O TAKE BACK THE STREETS

A Guardian Street gang has your back. What do they control in the Sprawl, and who's threatening to muscle in on their turf?

O SPRAWL CHOP SHOP

You own or have access to a large vehicle garage/chop shop. This gives you access to other vehicles and repair facilities.

O SPRAWL SAFE HOUSE

You have a very secure and well-supplied compound for when you need to lay low or hide an asset. Where in the city is it?

O STUDENT REVOLUTION!

You have a strong ally/leader in the student/youth community (Who are they?). A rally or riot at a moment's notice isn't out of the question.

O FRIENDS WITH NO HOMES

You spent a long time on the streets and have built up a network of those who live there. You help them, they help you.

UPGRADES

You start with the following:

Secure Wetspace Implant (ICE2, +Wetspace Link +Implant)

Headspace Implant (ICE 3, +Headspace Link)

MUSCLE AND BONE STABILIZERS

(+Implant +Absorb +Discreet)

Your bones are laced with a carbon-steel alloy, and your muscles are reinforced with filaments and medical gel injectors.

- You may Ignore up to 3 Harm from any Crash/Crush or Fall. Allows you to jump from a 3-story building with little to no danger.
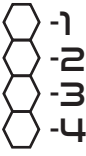
NOTES

HEALTH

[/] Stun, [X] Harm

-1

-2

-3

-4

ARMOUR

Armour is subtracted from Harm.

CREDITS

$

THE RONIN

You had a different team, once. You came up through the ranks, from soldier to commander. Despite the ugly things you did, your brothers and sisters in arms were your family. You protected each other. Struggling to do your job without losing your soul, you still suffered as bit by bit, assignments grew more dangerous, people died, and the truth of things reached you.

Instead of going the way of your friends, you walked away, burning bridges behind you. The company made you a superior tactician, a fighter, a weapon. They're going to regret letting you leave alive. Not that they had a choice.

REGRET

You are haunted by an action you took in the name of a Corporation. Which Corporate secret is this regret tied to?

What do you Regret doing?

Once per session you may Reveal Your Regret via Flashback to turn a 6- on a Headspace Move into a 10. You can then create a new regret or provide more detail to an existing one.

DRIVE

Your Drive gives you purpose and motivates you to deal with your Regret. Circle One: Vengeance / Redemption
Describe your drive:

IIf another Operator makes a sacrifice to help your Drive, refresh the teamwork track.

SUBCULTURE

Circle one: Corporate, Drifter, Neon, Net-Head or Trans-human.

LOOK

EYES:

HAIR:

BODY:

CLOTHES:

AVATAR:

NAME

Choose one of the following:

Callahan, Clark, Hunt, Munny, Reno, Willis, Wyatt, Yoshi.

Or a warrior's name, the name of a hunter, or a name that lets you blend in with the sprawl.

DISCIPLINES

How well do you control your emotions? (+2, +1, 0, -1, -2)

RAGE — *Irritation, Resentment, Excitement, Bitterness, or Fury.*

GRIEF — *Harassment, Misery, Anguish, Despair, Regret, or Pain.*

FEAR — *Suspicion, Anxiety, Panic, Terror, Helplessness, or Doubt.*

NEED — *Desire, Greed, Envy, Pining, Passion, Ambition, or Love.*

EGO — *Pride, Dignity, Honour, Satisfaction, Narcissism, or Vanity.*

OPERATOR SKILLS

Each skill has a question about how you used your skills in the past working for the Corporations and defines a connection to a fellow operator.

Choose a Discipline to go with each skill. Do not choose the same Discipline twice. This is how your Operator feels when using that skill--their emotional baggage.

EXPLOSIVES

Who got hurt by the one bomb you didn't get to?

FIREARMS

Whose rival did you take down during a messy op?

TACTICS

Who accidentally un-did one of your perfect plans?

OPERATOR SKILLS

You may make a Professional or Headspace Move when using your own skills.

RONIN		BAGGAGE
	EXPLOSIVES	
	FIREARMS	
	TACTICS	

HEADSPACE SKILLS

Make a Headspace move when using another's skill.

INFILTRATOR	NAME	BAGGAGE
	MARTIAL ARTS	
	SECURITY	
	STEALTH	

HANDLER	NAME	BAGGAGE
	COAX	
	CONTINGENCY	
	OBSERVATION	

RUNNER	NAME	BAGGAGE
	PILOT	
	PARKOUR	
	SPRAWL	

TECH	NAME	BAGGAGE
	ENGINEERING	
	DRONES	
	HACKING	

WHITECOAT	NAME	BAGGAGE
	INVESTIGATION	
	MEDICINE	
	PSYCHOLOGY	

RONIN EDGES

You start with:
Ballistic Battle Armour (Armour 3, +Bulky)
Assault Rifle (3-Harm Near/Far +Suppressive +Loud)
Semi-Automatic Pistol (2-Harm Close/Near +Loud +Quick)
Fragmentation Grenades (4-Harm Close/Near +Loud +Area +Dangerous)
A small cache of weapons, ammunition and explosives.
1 Credit

PICK 2 RONIN EDGES:

O MORE METAL THAN HUMAN
You begin play with an additional UPGRADE, pick from the following:
Juicer, Cyberlegs, Snikts or Nano-Surgeon Delivery System.

O WELCOME TO THE GUN SHOW
You maintain a major arsenal of weapons, ammunition and explosives. It is highly illegal, where is it? Who do you pay to keep it safe?

O THE B-TEAM
A team of heavy hitting mercenaries owe you big. Who are they? Why do they still owe you?

O PRECISION CRAFTSMANSHIP
One of your starting firearms has a permanent +1 Harm rating. You know people who can do this work, for the right price.

O FREIGHT TRAIN
You are an unrelenting force. Stun damage doesn't affect you.

O BLACK OPS HANDLER
You have an ally in one of the Corportions who is an operations plannner. Who are they?

O THOUSAND-YARD STARE
+1 FEAR Discipline, You've seen so much death and destruction, nothing truly scares you anymore.

UPGRADES

You start with the following:
Secure Wetspace Implant (ICE2, +Wetspace Link, +Implant)
Headspace Implant (ICE 3, +Headspace Link)

PAIN EDITOR
(+Implant +Discreet)
When you feel pain, your body is trying to tell you something. Maybe you don't want to listen to your body, though. Maybe your body's an asshole, I don't know.
- Circle one: GRIEF / NEED, from now on you Ignore ongoing harm penalties equal to the current rating of this emotions Headspace track.

NOTES

HEALTH
[/] Stun, [X] Harm

-1
-2
-3
-4

ARMOUR
Armour is subtracted from Harm.

CREDITS
$

THE HANDLER

No one else would deal with this shit. Even if they did, they wouldn't actually do the job right. Managing talent and orchestrating the use of corporate or military assets is hard, and that's why it's your job. Some people are content with making the puppet strings of the world dance from behind a desk. You are not one of them. It's easier to convince people to sell out, convert an enemy to a friend, and arrange for ass-covering contingencies when you're not chained to a desk. You're going to make your old corporate masters pay for everything they've done, because you're the best person to make sure it happens.

REGRET

You are haunted by an action you took in the name of a Corporation. Which Corporate secret is this regret tied to?

What do you Regret doing?

Once per session you may Reveal Your Regret via Flashback to turn a 6- on a Headspace Move into a 10. You can then create a new regret or provide more detail to an existing one.

DRIVE

Your Drive gives you purpose and motivates you to deal with your Regret. Circle One: Vengeance / Redemption
Describe your drive:

If another Operator makes a sacrifice to help your Drive, refresh the teamwork track.

SUBCULTURE

Circle one: Corporate, Drifter, Neon, Net-Head or Trans-human.

LOOK

EYES:

HAIR:

BODY:

CLOTHES:

AVATAR:

NAME

Choose one of the following:

Cross, Greer, Hannibal, Stacker, Stickell, Voight, Washington, Wolf.

Or a leader's name, a name with history, or a name that ellicits trust.

DISCIPLINES

How well do you control your emotions? (+2, +1, 0, -1, -2)

⬡ **RAGE** *Irritation, Resentment, Excitement, Bitterness, or Fury.*

⬡ **GRIEF** *Harassment, Misery, Anguish, Despair, Regret, or Pain.*

⬡ **FEAR** *Suspicion, Anxiety, Panic, Terror, Helplessness, or Doubt.*

⬡ **NEED** *Desire, Greed, Envy, Pining, Passion, Ambition, or Love.*

⬡ **EGO** *Pride, Dignity, Honour, Satisfaction, Narcissism, or Vanity.*

OPERATOR SKILLS

Each skill has a question about how you used your skills in the past working for the Corporations and defines a connection to a fellow operator.

Choose a Discipline to go with each skill. Do not choose the same Discipline twice. This is how your Operator feels when using that skill--their emotional baggage.

COAX

Who blew your cover on a major op?

CONTINGENCY

Who did you save when everything went south?

OBSERVATION

Who don't you trust because of something you saw?

OPERATOR SKILLS

You may make a Professional or Headspace Move when using your own skills.

HANDLER		BAGGAGE
	COAX	
	CONTINGENCY	
	OBSERVATION	

HEADSPACE SKILLS

Make a Headspace move when using another's skill.

INFILTRATOR	NAME	BAGGAGE
	MARTIAL ARTS	
	SECURITY	
	STEALTH	

RUNNER	NAME	BAGGAGE
	PILOT	
	PARKOUR	
	SPRAWL	

RONIN	NAME	BAGGAGE
	EXPLOSIVES	
	FIREARMS	
	TACTICS	

TECH	NAME	BAGGAGE
	ENGINEERING	
	DRONES	
	HACKING	

WHITECOAT	NAME	BAGGAGE
	INVESTIGATION	
	MEDICINE	
	PSYCHOLOGY	

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HANDLER EDGES

You start with:
Stylish Armoured Suit (Armour 1, +Discreet)
Semi-Automatic Pistol (2-Harm Close/Near +Loud +Quick)
3 Credits

PICK 2 HANDLER EDGES:

O CORPORATE LIASON
You maintain a positive relationship with one of the settings Corporations. Who are they, and why do you still work together?

O THE RETIREMENT PLAN
1 Credit is deposited into your account at the start of each session.

O BLACK HELICOPTERS
You have an ally in a government spy agency. Who are they and what do you hold over them?

O THE BLACK LIST
You have a reliable list of freelance Operators on the run who need help and would provide help.

O BLACK TIE
Your name always ends up on High Society e-vites, who do you know in High Society and what is your relationship with them?

O SURVEILLANCE VAN
You have a van equipped with the latest and greatest for all of your surveillance/counter-surveillance needs.

O SIGNAL BOOST
You are good friends with an up and coming journalist in the city. Who are they?

UPGRADES

You start with the following:
Secure Wetspace Implant (ICE2, +Wetspace Link, +Implant)
Headspace Implant (ICE 3, +Headspace Link)

VISUAL SUITE
(+Implant +Anti-Dazzle +Visual Enhancement +Thermograph +Night Vision +Record +Discreet)
Night vision, telescopic magnification, microscopic magnification, video recording, glare protection, visual editing and filtering...
Cybereyes are way more advanced than they used to be, and they look almost normal to boot.

NOTES

HEALTH
[/] Stun, [X] Harm

-1
-2
-3
-4

ARMOUR
Armour is subtracted from Harm.

CREDITS
$

THE TECH

It's not that you don't understand people. You just understand them in a way that freaks them out. Through the lens of technology, you know how to take people out with remote weapons in the most efficient way possible. The security slip-ups of bad passwords and ill-advised cloud storage are second nature to you. Empathy is hard for you, because all you see are the horrific secrets they try and protect, and the violence they commit to keep them buried. People like you are essential to a corp's ability to function because you can engineer anything they need. Now you're going to engineer the ways to take them down.

REGRET

You are haunted by an action you took in the name of a Corporation. Which Corporate secret is this regret tied to?

What do you Regret doing?

Once per session you may Reveal Your Regret via Flashback to turn a 6- on a Headspace Move into a 10. You can then create a new regret or provide more detail to an existing one.

DRIVE

Your Drive gives you purpose and motivates you to deal with your Regret. Circle One: Vengeance / Redemption
Describe your drive:

If another Operator makes a sacrifice to help your Drive, refresh the teamwork track.

SUBCULTURE

Circle one: Corporate, Drifter, Neon, Net-Head or Trans-human.

LOOK

EYES:

HAIR:

BODY:

CLOTHES:

AVATAR:

NAME

Choose one of the following:

Alpha, Benji, Barracus, Case, Crash, Cowboy, Flynn, Hiro, Jones, Kuji, Lightman, Mother, Morpheus, Solo, Spider, Whistler, Zero

Or a hacker's callsign, something anonymous, or a name no one would ever give a person.

DISCIPLINES

How well do you control your emotions? (+2, +1, 0, -1, -2)

RAGE — *Irritation, Resentment, Excitement, Bitterness, or Fury.*

GRIEF — *Harassment, Misery, Anguish, Despair, Regret, or Pain.*

FEAR — *Suspicion, Anxiety, Panic, Terror, Helplessness, or Doubt.*

NEED — *Desire, Greed, Envy, Pining, Passion, Ambition, or Love.*

EGO — *Pride, Dignity, Honour, Satisfaction, Narcissism, or Vanity.*

OPERATOR SKILLS

Each skill has a question about how you used your skills in the past working for the Corporations and defines a connection to a fellow operator.

Choose a Discipline to go with each skill. Do not choose the same Discipline twice. This is how your Operator feels when using that skill--their emotional baggage.

ENGINEERING

Who still doesn't trust your work?

DRONES

Who doesn't know you used to monitor their family for a company?

HACKING

For whom did you erase a dark secret?

OPERATOR SKILLS

You may make a Professional or Headspace Move when using your own skills.

TECH		BAGGAGE
	ENGINEERING	
	DRONES	
	HACKING	

HEADSPACE SKILLS

Make a Headspace move when using another's skill.

INFILTRATOR	NAME	BAGGAGE
	MARTIAL ARTS	
	SECURITY	
	STEALTH	

HANDLER	NAME	BAGGAGE
	COAX	
	CONTINGENCY	
	OBSERVATION	

RONIN	NAME	BAGGAGE
	EXPLOSIVES	
	FIREARMS	
	TACTICS	

RUNNER	NAME	BAGGAGE
	PILOT	
	PARKOUR	
	SPRAWL	

WHITECOAT	NAME	BAGGAGE
	INVESTIGATION	
	MEDICINE	
	PSYCHOLOGY	

TECH EDGES

You start with:
Armoured Tech/Work Coveralls (Armour 2)
Heavy Wrench (1-Harm Hand/Close)
Shotgun (3-Harm Close/Near +Loud +Messy +Reload)
Pick your drone:
- O Hornet Drone (+Rotor, +Tiny +Fragile +Stealth +Audio/Visual Suite +IR/UV/Thermo Camera)
- O Bulldog Drone (+Quadruped +Medium +Tow +Tools Weapon: Monofilament Teeth 2-Harm AP Close)
- O Predator Drone (+Fixed Wing +Large +Loud +Camera Weapon: Missile Rack 5-Harm Near/Far/Ex +HEAT +reload)

2 Credits

PICK 2 TECH EDGES:

O ICE, ICE, BABY
You recognize that the best offence is a good defense, and your personal cyberspace defenses are untouchable. You maintain a highly secure online fortress (ICE4). Where is it physically located?

O MY RADIO SHACK
You possess a Van or Depot with a large collection of hi-tech tools, everything you'd need to jury rig a project.

O DIRTY DEEDS, DONE DIRT CHEAP
You have a file a mile long on a Corporate Manager, Who are they and what's the big deal?

O THERE, I FIXED IT
Temporary repairs come naturally to you. You can add a +Tag on a vehicle or a piece of gear that lasts for one session.

O HACK THE PLANET
You can post messages to an online repository where hackers are sure to notice. Some localized electronic mayhem (misbehaving traffic lights, ATMs spewing cash) is always good for a distraction.

O MILITARY-INDUSTRIAL COMPLEX
You have a long and sordid history with the military R&D industry. What kind of military hardware do you have easy access?

O DRONING ON
You begin play with a second drone, it may be the same selection you already made.

UPGRADES

You start with the following:
Secure Wetspace Implant (ICE2, +Wetspace Link, +Implant)
Headspace Implant (ICE 3, +Headspace Link)

WIRED REFLEXES
(+Implant +Quick +Discreet)
You're fast, precise, and your reaction time is greatly enhanced because of the electronic stimulants applied directly to your brain. Side effects include being really hyperactive and annoying.
- You always go first in any situation where time is of the essence, you can ignore the Reload constraint on gear you are using.

NOTES

HEALTH
[/] Stun, [X] Harm

-1
-2
-3
-4

ARMOUR
Armour is subtracted from Harm.

CREDITS
$

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THE WHITECOAT

The science of the human mind and body is the most fascinating field there is, and your diagnostic skills easily spread to understanding the very world around you. Few people can match you in the field as a medic, and the things you can do when given access to a lab would terrify anyone in their right mind. Which is a good reason not to work for people like that. As determined as a hound when you're on a case, your intellect is as unstoppable as your drive to lance the corruption in the world around you before it spreads.

REGRET

You are haunted by an action you took in the name of a Corporation. Which Corporate secret is this regret tied to?

What do you Regret doing?

Once per session you may Reveal Your Regret via Flashback to turn a 6- on a Headspace Move into a 10. You can then create a new regret or provide more detail to an existing one.

DRIVE

Your Drive gives you purpose and motivates you to deal with your Regret. Circle One: Vengeance / Redemption
Describe your drive:

If another Operator makes a sacrifice to help your Drive, refresh the teamwork track.

SUBCULTURE

Circle one: Corporate, Drifter, Neon, Net-Head or Trans-human.

LOOK

EYES:

HAIR:

BODY:

CLOTHES:

AVATAR:

NAME

Choose one of the following:

Benson, Graham, Ryan, Stapleton, Watson.

Or a wise name, a famous problem solver or you're a Dr. with a last name.

DISCIPLINES

How well do you control your emotions? (+2, +1, 0, -1, -2)

⬡ **RAGE** *Irritation, Resentment, Excitement, Bitterness, or Fury.*

⬡ **GRIEF** *Harassment, Misery, Anguish, Despair, Regret, or Pain.*

⬡ **FEAR** *Suspicion, Anxiety, Panic, Terror, Helplessness, or Doubt.*

⬡ **NEED** *Desire, Greed, Envy, Pining, Passion, Ambition, or Love.*

⬡ **EGO** *Pride, Dignity, Honour, Satisfaction, Narcissism, or Vanity.*

OPERATOR SKILLS

Each skill has a question about how you used your skills in the past working for the Corporations and defines a connection to a fellow operator.

Choose a Discipline to go with each skill. Do not choose the same Discipline twice. This is how your Operator feels when using that skill--their emotional baggage.

INVESTIGATION

Who did you find dirt on, that you still aren't comfortable with?

MEDICINE

Who gets their fix from you?

PSYCHOLOGY

Who did you help that you wish you hadn't?

OPERATOR SKILLS

You may make a Professional or Headspace Move when using your own skills.

WHITECOAT		BAGGAGE
	INVESTIGATION	
	MEDICINE	
	PSYCHOLOGY	

HEADSPACE SKILLS

Make a Headspace move when using another's skill.

INFILTRATOR	NAME	BAGGAGE
	MARTIAL ARTS	
	SECURITY	
	STEALTH	

HANDLER	NAME	BAGGAGE
	COAX	
	CONTINGENCY	
	OBSERVATION	

RONIN	NAME	BAGGAGE
	EXPLOSIVES	
	FIREARMS	
	TACTICS	

RUNNER	NAME	BAGGAGE
	PILOT	
	PARKOUR	
	SPRAWL	

TECH	NAME	BAGGAGE
	ENGINEERING	
	DRONES	
	HACKING	

WHITECOAT EDGES

You start with:
Armoured Casual Clothing (Armour 1, +Discreet)
Semi-Automatic Pistol (2-Harm Close/Near +Loud +Quick)
Pick a place that you work and provides you with resources and tools:

      O A sterile, professional and bureaucratic hospital (name the hospital, locate it).
      O The cramped, impoverished but essential clinic you run on the streets (what neighborhood?).
      O Your illicit underground clinic and cybernetic chop-shop (Who do you pay off to keep it safe?).

3 Credits

PICK 2 WHITECOAT EDGES:

O THE COUNSELLER
You have a lot of dirt on a corporate hotshot, Who are they and what do you know?

O VICE SQUAD
You have a friend with the Vice Squad of the police. They have leads and sometimes contraband goes missing.

O PATENTS
You have deep connections into the cybernetics black market. What implant did you invent? Every session you get 1 Credit from royalties.

O COMBAT MEDIC
You did some work in the corporate warzones. More than a few of the worlds best Operatives are alive because of what you did, you can make some calls and get some favours.

O TRAUMA SURGEON
+1 GRIEF discipline, You have far too much experience dealing with human tragedy.

O THE GAME IS AFOOT
When you investigate a new location, you can always ask the GM "What am I overlooking" and she will tell you.

O BACK OFF! I'M A DOCTOR
You have the same social status as a mid-level executive, and equivalent legal protections.

UPGRADES

You start with the following:
Secure Wetspace Implant (ICE2, +Wetspace Link, +Implant)
Headspace Implant (ICE 3, +Headspace Link)

MEDICAL SUITE
(+Implant +Discreet)
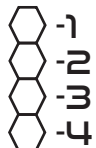*Drug storage, vital monitor, medical injectors, synth-skin sprayers.*
You can use it to treat yourself or someone else.
- This suite of tools gives +1 Health restored when using Medicine.

NOTES

HEALTH
[/] Stun, [X] Harm

-1
-2
-3
-4

ARMOUR
Armour is subtracted from Harm.

CREDITS
$

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THE INFILTRATOR

Your family used to complain that you snuck up on them when you were a kid. You didn't even mean to, it just kept happening. That natural ability for stealth has served you well. Sneaking past people without even trying made you wonder who you could sneak past if you actually applied yourself. It doesn't matter who picked you up--or caught you--because you're long past those days. The rookie either dies, or becomes a highly paid professional.

Since you're not dead, you're making pretty good money. Or you were, untill you bugged out of the system to try and destroy it.

REGRET

You are haunted by an action you took in the name of a Corporation. Which Corporate secret is this regret tied to?

What do you Regret doing?

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DRIVE

Your Drive gives you purpose and motivates you to deal with your Regret. Circle One: Vengeance / Redemption
Describe your drive:

If another Operator makes a sacrifice to help your Drive, refresh the teamwork track.

SUBCULTURE

Circle one: Corporate, Drifter, Neon, Net-Head or Trans-human.

LOOK

EYES:

HAIR:

BODY:

CLOTHES:

AVATAR:

NAME

Choose one of the following:

Blade, Clancy, Cutter, Face, Hood, Razor, Snake-Eyes.

Or a rogue's name, a thief or a name that invokes fear in your enemies.

DISCIPLINES

How well do you control your emotions? (+2, +1, 0, -1, -2)

RAGE — *Irritation, Resentment, Excitement, Bitterness, or Fury.*

GRIEF — *Harassment, Misery, Anguish, Despair, Regret, or Pain.*

FEAR — *Suspicion, Anxiety, Panic, Terror, Helplessness, or Doubt.*

NEED — *Desire, Greed, Envy, Pining, Passion, Ambition, or Love.*

EGO — *Pride, Dignity, Honour, Satisfaction, Narcissism, or Vanity.*

OPERATOR SKILLS

Each skill has a question about how you used your skills in the past working for the Corporations and defines a connection to a fellow operator.

Choose a Discipline to go with each skill. Do not choose the same Discipline twice. This is how your Operator feels when using that skill--their emotional baggage.

MARTIAL ARTS

Who was the only one who stood up against me?

SECURITY

For whose family did you forge documents which permitted their escape?

STEALTH

Who did I witness doing something that still puts me off?

OPERATOR SKILLS

You may make a Professional or Headspace Move when using your own skills.

INFILTRATOR		BAGGAGE
	MARTIAL ARTS	
	SECURITY	
	STEALTH	

HEADSPACE SKILLS

Make a Headspace move when using another's skill.

HANDLER	NAME	BAGGAGE
	COAX	
	CONTINGENCY	
	OBSERVATION	

RUNNER	NAME	BAGGAGE
	PILOT	
	PARKOUR	
	SPRAWL	

RONIN	NAME	BAGGAGE
	EXPLOSIVES	
	FIREARMS	
	TACTICS	

TECH	NAME	BAGGAGE
	ENGINEERING	
	DRONES	
	HACKING	

WHITECOAT	NAME	BAGGAGE
	INVESTIGATION	
	MEDICINE	
	PSYCHOLOGY	

INFILTRATOR EDGES

You start with:
Thermopitic Cloak (Armour 1, +Discreet, +Camoflage)
For close encounters you use (pick one):
        O Monofilament Whip (2-Harm AP Hand/Close +Area +Dangerous +Messy)
        O Monofilament Katana (3-Harm AP Hand/Close +Messy)
        O Shuriken/Throwing Knife (2-Harm Close +Infinite +Quick +Discreet)
Silenced Semi-Automatic Pistol (2-Harm Close/Near +Silent +Quick)
Security Tools
Forgery Kit
1 Credit

PICK 2 INFILTRATOR EDGES:

O REGISTERED AS A LETHAL WEAPON
You inflict +1 Harm rating in unarmed combat.

O THE SILENT KILLING MACHINE
You begin play with an additional UPGRADE, pick one of the following:
Thermoptic Camouflage, Mono-Filament Whip or Sub Dermal Plating.

O IDENTIFY THEIF
You have a large collection of prepared IDs, disguises and electronic background files.

O THE ANGEL
You didn't kill a high value target and they are still on the run, but owe you their life. Who are they and why didn't you take them out?

O HOUDINI
You are an escape artist, able to escape any bond or restraint at will. Who is still hunting for you?

O THE CLEANER
You have a trusted ally who can clean up the bloodiest scene and leave no trace except your own payment.

O SURVEILLANCE GEEK
You always have a collection of micro-cameras and monitoring devices, easily enough to lockdown a building on a moments notice.

UPGRADES

You start with the following:
Secure Wetspace Implant (ICE2, +Wetspace Link, +Implant)
Headspace Implant (ICE 3, +Headspace Link)

THE POTATO HEAD DISGUISE KIT
(+Implant +Disguise)
There are two useful things you can do with this implant. The first is that you can take pieces of your face off and replace them with other pieces so you look like someone else. The second is that you can just take all of them off and scare the bejeezus out of someone.

NOTES

HEALTH
[/] Stun, [X] Harm

-1
-2
-3
-4

ARMOUR
Armour is subtracted from Harm.

CREDITS
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