

THE HANDLER

NAME:

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

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

SUB-CULTURE

NEON
TRANS-HUMAN
NET-HEAD
CORPORATE
DRIFTER
Circle one

EYES:

HAIR:

BODY:

CLOTHES:

AVATAR:

Note your Look

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, WHEN YOU ROLL A 6- ON A HEADSPACE MOVE, YOU CAN **SHARE YOUR REGRET WITH THE CELL**. YOU **GAIN SYNC** AND ALSO **TURN THE 6-** YOU JUST ROLLED INTO A 10. THEN CREATE A NEW REGRET.

DRIVE

Your Drive gives you purpose and motivates you to deal with your Regret.

Describe your Drive:

VENGEANCE

REDEMPTION

Circle One

DISCIPLINES

WWW.HEADSPACERPG.COM

HOW WELL DO YOU CONTROL YOUR EMOTIONS? ASSIGN +2, +1, 0, -1, -2 AMONG THE FIVE DISCIPLINES.



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

MAKE A **PROFESSIONAL** OR **HEADSPACE** MOVE WHEN USING YOUR OWN SKILLS.

HANDLER		BAGGAGE
	COAX	
	CONTINGENCY	
	OBSERVATION	

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**.

Each skill has a question below about how you used them in the past working for the Corporations and defines a connection to a fellow Operator.

COAX

Who blew your cover on a major op?

CONTINGENCY

Who risked the lives of your unit with their ego?

OBSERVATION

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

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	

EDGES

You start with:

- ◆ Secure Wetspace Implant
(+ **IMPLANT** + **WETSPACE LINK**)
- ◆ Headspace Implant
(+ **IMPLANT** + **HEADSPACE LINK**)
- ◆ Stylish Armoured Suit
(Armour 1 + **INCONSPICUOUS**)
- ◆ Semi-automatic Pistol
(2-Harm Close/Near + **LOUD** + **QUICK**)
- ◆ 3 Credits

PICK 2 HANDLER EDGES:

⬡ CORPORATE LIASON

You maintain a positive relationship with one of the setting's Corporate Agents. Who are they, and why do you still work together?

⬡ THE RETIREMENT PLAN

You stole a major corporate secret and sold it to the highest bidder. One Credit is deposited into your account at the start of each session, but the Corporation you stole it from has put a price on your head. Who are they, and what did you steal?

⬡ BLACK HELICOPTERS

You have an ally in a government spy agency. Who are they, and what resources can they provide on a moment's notice?

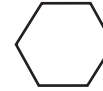
ARMOUR

ARMOUR IS SUBTRACTED FROM HARM.

CREDITS

\$

OTHER GEAR



UPGRADES

You start with the following:

✓ **VISUAL SUITE**

(+ **IMPLANT** + **ANTIDAZZLE** + **VISUAL ENHANCEMENT** + **THERMOGRAPH** + **NIGHT VISION** + **RECORD** + **INCONSPICUOUS**)

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.

Additional Upgrades:

⬡ THE BLACK LIST

You have a reliable list of freelance Operators on the run who need help and would be willing to provide help in return.

⬡ 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?

⬡ SURVEILLANCE VAN

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

⬡ SIGNAL BOOST

You are good friends with an up-and-coming journalist in the city. Who are they, and what is their latest big story?

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 pulling the puppet strings of the world from behind a desk. But that's not your style. It's easier to convince people to sell out, convert an enemy to a friend, or 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.

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NOTES

THE INFILTRATOR

NAME:

Blade, Clancy, Cutter, Edge, Face, Fox, Hood, Midnight, Razor, Shadow.

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

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OPERATOR SKILLS

MAKE A **PROFESSIONAL** OR **HEADSPACE** MOVE WHEN USING YOUR OWN SKILLS.

INFILTRATOR		BAGGAGE
	MARTIAL ARTS	
	SECURITY	
	STEALTH	

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**.

Each skill has a question below about how you used them in the past working for the Corporations and defines a connection to a fellow Operator.

MARTIAL ARTS

Who was the only one who stood up against you?

SECURITY

Whose family did you forge documents for that allowed their escape?

STEALTH

Who did you witness doing something that still puts you off?

HEADSPACE SKILLS

MAKE A **HEADSPACE** MOVE WHEN USING ANOTHER'S SKILL.

HANDLER	NAME	BAGGAGE
	COAX	
	CONTINGENCY	
	OBSERVATION	

RUNNER	NAME	BAGGAGE
	PILOT	
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TECH	NAME	BAGGAGE
	ENGINEERING	
	DRONES	
	HACKING	

WHITECOAT	NAME	BAGGAGE
	INVESTIGATION	
	MEDICINE	
	PSYCHOLOGY	

EDGES

You start with:

- ◆ Secure Wetspace Implant
(+IMPLANT +WETSPACE LINK)
- ◆ Headspace Implant
(+IMPLANT +HEADSPACE LINK)
- ◆ Thermopitic Cloak
(Armour 1 +INCONSPICUOUS +CAMOFLAGE)
- ◆ Silenced Semi-automatic Pistol
(2-Harm Close/Near +SILENT +QUICK)
- ◆ Security Tools
- ◆ Forgery Kit
- ◆ 1 Credit

PICK 2 INFILTRATOR EDGES:

⬡ REGISTERED AS A LETHAL WEAPON

You inflict +1 Harm in unarmed combat.

⬡ THE FENCE

You know someone who will always buy for the right price and has their ear to the ground on dealers just like them. Who are they, and why is your relationship to them so complicated?

⬡ IDENTIFY THIEF

You have a large collection of prepared IDs, disguises, and electronic background files and have access to a suite of state-of-the-art forgery tools/fabricators. Where is this equipment stored?

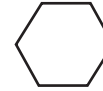
⬡ THE ANGEL

You refused to kill a high-value target in the heat of the moment, and they're still on the run. They owe you their life. Who are they, and why didn't you take them out?

NOTES

ARMOUR

ARMOUR IS SUBTRACTED FROM HARM.



CREDITS

\$

OTHER GEAR

For close encounters you use (pick one):

- ⬡ Monofilament Whip (2-Harm Hand/Close
+AP +AREA +DANGEROUS +MESSY)
- ⬡ Monofilament Katana (3-Harm Hand/Close
+AP +MESSY)
- ⬡ Monofilament Shuriken/Throwing Knife
(2-Harm Close +AP +INFINITE +QUICK
+MESSY +INCONSPICUOUS)

⬡ EYE IN THE SKY

You have backdoor access to a spy satellite and can get short windows (~5 minutes) of overflight on priority areas. You pay in non-financial terms for this access. Who are you paying, and what is their price?

⬡ THE CLEANER

A retired crime scene investigator can clean up even the bloodiest scene and leave no trace except your payment to them. They can also be asked to help with an investigation and their contacts on the force. Who are your contacts, and why do you trust them?

⬡ THE GUILD

You maintain a positive relationship with a guild of information brokers specializing in building blueprints and information. Who are they, and what do they ask from you?

UPGRADES

You start with the following:

✓ **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.

Additional Upgrades:

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, until you bugged out of the system to try and destroy it.

THE RONIN

NAME:

Callahan, Clark, Hammer, Hunt, Kurosawa, 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.

SUB-CULTURE

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OPERATOR SKILLS

MAKE A **PROFESSIONAL** OR **HEADSPACE** MOVE WHEN USING YOUR OWN SKILLS.

RONIN		BAGGAGE
	EXPLOSIVES	
	FIREARMS	
	TACTICS	

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**.

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EXPLOSIVES

Who got hurt by the one bomb you didn't defuse in time?

FIREARMS

Whose rival did you take down during a messy op?

TACTICS

Who did you save when everything went south?

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	

EDGES

You start with:

- ◆ Secure Wetspace Implant
(+IMPLANT +WETSPACE LINK)
- ◆ Headspace Implant
(+IMPLANT +HEADSPACE LINK)
- ◆ Ballistic Battle Armour (Armour 3 +BULKY)
- ◆ Assault Rifle
(3-Harm Near/Far +LOUD +SUPPRESSIVE)
- ◆ 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:

⬡ UNSANITARY CONDITIONS

You have a trusted friend who owns an underground cyber surgery. They're always willing to patch you up and look the other way, no matter the danger. Who are they, and why do they trust you more than anyone?

⬡ 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?

⬡ THE B-TEAM

A team of local heavy-hitting mercenaries owe you big. Who are they? Why do they still owe you?

⬡ FREIGHT TRAIN

You are an unrelenting force. Stun damage is halved against you (round down).

NOTES

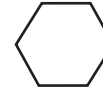
ARMOUR

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CREDITS

\$

OTHER GEAR



UPGRADES

You start with the following:

✓ PAIN EDITOR

(+IMPLANT +INCONSPICUOUS)

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.

WHEN YOU TAKE THIS IMPLANT, **PICK A STRESS TRACK**. YOU CAN **NO LONGER BE TAKEN OUT** BY FEEDBACK ON THIS STRESS TRACK WHEN YOU TAKE HARM.

Additional Upgrades:

⬡ PRECISION CRAFTSMANSHIP

One of your starting firearms has a permanent +1 Harm rating. You know a highly trained weaponsmith who can do this work, for the right price.

⬡ BLACK OPS HANDLER

You have an ally at one of the Corporations who can provide you with reliable intel on their black ops. Who are they, and which Corporation do they work for?

⬡ THOUSAND-YARD STARE

You've seen so much death and destruction, nothing truly scares you anymore.

Once per session you can lower the FEAR stress track by 2.

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 comrades 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 got to 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.

THE RUNNER

NAME:

Brooklyn, Charger, Dodge, Harlem, Bullitt, Gemmayze, 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.

SUB-CULTURE

NEON
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Circle one

EYES:

HAIR:

BODY:

CLOTHES:

AVATAR:

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OPERATOR SKILLS

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RUNNER		BAGGAGE
	PILOT	
	PARKOUR	
	SPRAWL	

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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?

HEADSPACE SKILLS

MAKE A **HEADSPACE** MOVE WHEN USING ANOTHER'S SKILL.

INFILTRATOR	NAME	BAGGAGE
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	STEALTH	

HANDLER	NAME	BAGGAGE
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RONIN	NAME	BAGGAGE
	EXPLOSIVES	
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TECH	NAME	BAGGAGE
	ENGINEERING	
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WHITECOAT	NAME	BAGGAGE
	INVESTIGATION	
	MEDICINE	
	PSYCHOLOGY	

EDGES

You start with:

- ◆ Secure Wetspace Implant
(+IMPLANT +WETSPACE LINK)
- ◆ Headspace Implant
(+IMPLANT +HEADSPACE LINK)
- ◆ Crash Suit (Armour 2)
- ◆ Machine Pistol
(2-Harm Close/Near +LOUD +SUPPRESSIVE)
- ◆ 1 Credit

Pick your ride:

- ⬡ Kaneda Cyberbike (**ARMOUR 1**) 1 pilot, 1 passenger, recumbent design, speed 130mph.
- ⬡ Torque Truck (**ARMOUR 3 +LOAD +TOW**) 2 crew, 4 passengers, storage, speed 70mph.
- ⬡ Spinner Aerodyne (**ARMOUR 2 +FLIGHT**) 1 pilot, 4 passengers, speed 200mph.

PICK 2 RUNNER EDGES:

⬡ HEADSPACE VEHICLE LINK

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

⬡ A THIN CROOKED LINE

You've got a dirty cop on the take who can help you with more than just your speeding tickets. What's their name and expertise?

⬡ 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?

⬡ GONE IN 60 SECONDS

You're friendly with a gang of car thieves and have access to their large vehicle garage/chop shop. Name the gang. Why are they so friendly with you?

NOTES

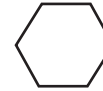
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OTHER GEAR



UPGRADES

You start with the following:

✓ **MUSCLE AND BONE STABILIZERS**

(+IMPLANT +INCONSPICUOUS)

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.

Additional Upgrades:

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 destination with time to spare. Being late is not a problem you suffer from. You're never late, because you'd never fail your Cell.

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THE TECH

NAME:

Benji, Case, Crash, Flynn, Hiro, Mother, Morpheus, Spider, Whistler, Zero.

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

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TECH	BAGGAGE	
	ENGINEERING	
	DRONES	
	HACKING	

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ENGINEERING

Who still doesn't trust your designs?

DRONES

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

HACKING

Whose dark secret did you erase, and did you keep a backup?

HEADSPACE SKILLS

MAKE A **HEADSPACE** MOVE WHEN USING ANOTHER'S SKILL.

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	MARTIAL ARTS	
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	STEALTH	

HANDLER	NAME	BAGGAGE
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WHITECOAT	NAME	BAGGAGE
	INVESTIGATION	
	MEDICINE	
	PSYCHOLOGY	

EDGES

You start with:

- ◆ Secure Wetspace Implant
(+IMPLANT +WETSPACE LINK)
- ◆ Headspace Implant
(+IMPLANT +HEADSPACE LINK)
- ◆ Armoured Tech/Work Coveralls (Armour 2)
- ◆ Heavy Wrench (1-Harm Hand/Close)
- ◆ Shotgun (3-Harm Close/Near +LOUD
+MESSY +RELOAD)
- ◆ 2 Credits

Pick your drone:

- ⬡ Vespa Drone (+ROTOR +TINY +FRAGILE +STEALTH +QUICK +AUDIO/VISUAL SUITE
+IR/UV/THERMO +CAMERA)
- ⬡ Wolf Drone (+QUADRUPED +MEDIUM +TOW +TOOLS
+WEAPON: MONOFILAMENT TEETH 2-HARM +AP +CLOSE +MESSY)
- ⬡ Predator Drone (+FIXED WING +LARGE +LOUD +CAMERA
+WEAPON: MISSILE RACK 5-HARM NEAR/FAR/EXTREME +HEAT +RELOAD)

PICK 2 TECH EDGES:

⬡ ICE, ICE, BABY

You recognize that the best offence is a good defence, and your personal cyberspace defenses are untouchable. You maintain a highly secure online fortress. Where is it physically located?

⬡ MY PRIVATE 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.

⬡ DIRTY DEEDS, DONE DIRT CHEAP

You hold a reprehensible secret over a Corporate manager. Who are they, and what's the big deal?

⬡ DRONING ON

You begin play with a second drone. This second drone's type may differ from the first one you chose.

NOTES

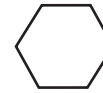
ARMOUR

ARMOUR IS SUBTRACTED FROM HARM.

CREDITS

\$

OTHER GEAR



UPGRADES

You start with the following:

⬢ WIRED REFLEXES

(+IMPLANT +QUICK +INCONSPICUOUS)

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, AND YOU CAN **IGNORE THE RELOAD CONSTRAINT** ON GEAR YOU ARE USING.

Additional Upgrades:

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 that others 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.

THE WHITECOAT

NAME:

Angel, Benson, Course, Op, Mills, Ryan, Somerset, Steel, Stapleton, Quincy.

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

SUB-CULTURE

NEON
TRANS-HUMAN
NET-HEAD
CORPORATE
DRIFTER
Circle one

EYES:

HAIR:

BODY:

CLOTHES:

AVATAR:

Note your Look

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, WHEN YOU ROLL A 6- ON A HEADSPACE MOVE, YOU CAN **SHARE YOUR REGRET WITH THE CELL**. YOU **GAIN SYNC** AND ALSO **TURN THE 6-** YOU JUST ROLLED INTO A 10. THEN CREATE A NEW REGRET.

DRIVE

Your Drive gives you purpose and motivates you to deal with your Regret.

VENGEANCE
REDEMPTION

Circle One

Describe your Drive:

DISCIPLINES

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HOW WELL DO YOU CONTROL YOUR EMOTIONS? ASSIGN **+2, +1, 0, -1, -2** AMONG THE FIVE DISCIPLINES.



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

MAKE A **PROFESSIONAL** OR **HEADSPACE** MOVE WHEN USING YOUR OWN SKILLS.

WHITECOAT		BAGGAGE
	INVESTIGATION	
	MEDICINE	
	PSYCHOLOGY	

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**.

Each skill has a question below about how you used them in the past working for the Corporations and defines a connection to a fellow Operator.

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?

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	

EDGES

You start with:

- ◆ Secure Wetspace Implant
(+IMPLANT +WETSPACE LINK)
- ◆ Headspace Implant
(+IMPLANT +HEADSPACE LINK)
- ◆ Armoured Casual Clothing
(Armour 1 +INCONSPICUOUS)
- ◆ Semi-automatic Pistol
(2-Harm Close/Near +LOUD +QUICK)
- ◆ 3 Credits

Pick a place that you work and provides you with resources and tools:

- ⬡ A sterile, professional, and bureaucratic hospital (Name the hospital and its location).
- ⬡ The cramped and impoverished but essential clinic you run on the streets (What neighbourhood?).
- ⬡ Your illicit underground clinic and cybernetic chop-shop (Who do you pay off to keep it safe?).

PICK 2 WHITECOAT EDGES:

⬡ THE COUNSELLER

You have a lot of blackmail material on a Corporate hotshot. Who are they, which Corporation do they work for, and what do you know?

⬡ VICE SQUAD

You have a friend on the police's vice squad. They have expertise, and sometimes contraband goes missing and winds up in your hands. Who are they, and why do they trust you?

⬡ PATENT PENDING

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

⬡ BACK OFF! I'M A DOCTOR

You have the same social status as a mid-level executive, with equivalent legal protections.

NOTES

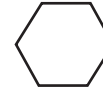
ARMOUR

ARMOUR IS SUBTRACTED FROM HARM.

CREDITS

\$

OTHER GEAR



UPGRADES

You start with the following:

✓ MEDICAL SUITE

(+IMPLANT +HEALING +INCONSPICUOUS)

Drug storage, vital monitor, medical injectors, synth-skin sprayers. You can use it to treat yourself or someone else.

ONCE PER SESSION, YOU CAN USE DRUGS THAT YOUR MEDICAL SUITE PROVIDES TO **LOWER ANY STRESS TRACK TO 0**.

Additional Upgrades:

⬡ M.A.S.H. VETERAN

You did some work in the Corporate warzones overseas. More than a few of the world's best Operators are only alive because of what you did. You can make some calls and get some favours.

⬡ TRAUMA SURGEON

You have far too much experience dealing with human tragedy. Once per session, you can lower the GRIEF track by 2.

⬡ REPO MEN

A group of unsavoury characters who work in the "organ donor" industry owe you some favours and will probably do anything for the right price. Name this group and why they owe you?

THE WHITECOAT

The science of the human mind and body is the most fascinating field there is, and your diagnostic skills help you understand the very world around you. Few people can match you as a field 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. Like a determined hound when you're on a case, your intellect is unstoppable. You're going to lance the corruption in the world around you before it spreads.

SUB-CULTURES

Pick a sub-culture, then pick one element from each category to describe your Operators Look.

NEONS

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

LOOK

Pick one from each category:

- ◆ **EYES:** Lava Lamp, Neon, No White, Patterned
- ◆ **HAIR:** Bright Dyes, UV Glow, Light-emitting, Metallic
- ◆ **BODY:** Digital Tattoos, TV Skin, Chem Skin Colours, Patterned
- ◆ **CLOTHES:** Woven Hard Plastics, Vinyl, Light-paneled, Colour-changing
- ◆ **AVATAR:** (something bold with bright colours, describe yourself)

TRANS-HUMANS

As a **Trans-human**, you have embraced cybernetics and body augmentation as the next step in human evolution. Whereas some replace because of injury, you do so to be better.

LOOK

Pick one from each category:

- ◆ **EYES:** Cyclops Visor, Cat Eyes, a Third Eye, Just Plain Cyber-eyes
- ◆ **HAIR:** Chrome Dome, Anime Plastic, Animal Ears, Wires
- ◆ **BODY:** More Metal than Flesh, Sculpted, Steampunk, Furry (tail optional)
- ◆ **CLOTHES:** Hulked (One size too small), Clothing that Shows off Augmentations, Minimalist, Accommodating of Your Cybernetics
- ◆ **AVATAR:** (not like a person at all, describe yourself)

CORPORATES

As a **Corporate**, you like to follow the rules and avoid rocking the boat of society. You keep your clothing and grooming clean and orderly and prefer the record that comes from reliable consumer brands over the drivel of Drifters and Neons. 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.

LOOK

Pick one from each category:

- ◆ **EYES:** Paranoid, Intense, Tired, Bored
- ◆ **HAIR:** Trimmed/Groomed, Always Perfect, Unassuming, Gelled/Slick
- ◆ **BODY:** Athletic, Botoxed, Unassuming, UV Tattoos
- ◆ **CLOTHES:** Overtly Expensive, Uniformed, Name Branded, Business Casual
- ◆ **AVATAR:** (business-appropriate and uniform looking, describe yourself)

NET-HEADS

As a **Net-head**, you spend more time in virtual worlds than in the real. When you aren't on the Net, you're sporting the latest gadgets. Your meatsuit may be in decline, but what you really care about is how many Net followers you have.

LOOK

Pick one from each category:

- ◆ **EYES:** Glazed-over, Distracted, Drifting, Focused
- ◆ **HAIR:** Bald w/Retro Net Ports, Shoulder-length, Grunge, Greasy
- ◆ **BODY:** Lanky, Chunky, Skinny, Average
- ◆ **CLOTHES:** Second-hand, Sweat-stained, Loose-fitting, Student
- ◆ **AVATAR:** (very unique, probably NSFW, describe yourself)

DRIFTERS

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

LOOK

Pick one from each category:

- ◆ **EYES:** Eye Patch, Hopeful, Tired, Thousand-yard Stare
- ◆ **HAIR:** Bandana, Greasy, Long and Unkempt, Spiky
- ◆ **BODY:** Pierced, Ripped, Skinny, Tattooed
- ◆ **CLOTHES:** Army Surplus, Biker Leathers, Revolutionary Student, Thrifty
- ◆ **AVATAR:** (pre-selected iconography, describe yourself)

UPGRADES

You start with one Upgrade based on your Operator. Alternately, the GM may ask you to pick a starting Upgrade.

You can spend 6 XP to gain another Upgrade.

⬡ CYBERLEGS

+IMPLANT +INCONSPICUOUS +60 MPH +HEAVY

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. When you take this implant, pick a Stress Track. Whenever you use your Cyberlegs in a Move, add the current rating of the chosen Stress Track to your roll.

⬡ EYEBALL DRONES

+IMPLANT +DRONE +A/V SUITE +RECORD +FLIGHT +HEADSPACE LINK

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. It's got a limited range of a block or two, but it can be useful in a variety of sneaky ways.

⬡ HAZ-MAT

+IMPLANT +INCONSPICUOUS +ANALYZER +POISON PREVENTION

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 about 5 minutes.

⬡ JUICER

+IMPLANT +INCONSPICUOUS

A network of servos and tubes connected to an adrenaline collection and distribution system so you can trigger a powerful boost to your system when you need it. I've heard prolonged use makes your heart explode, but whatever. When you take this implant, pick a Stress Track. Anytime you make a Move that involves physical strength, add the current rating of the chosen Stress Track to your roll.

⬡ MONO-FILAMENT WHIP

2-HARM HAND/CLOSE +AP +AREA +DANGEROUS +MESSY +INCONSPICUOUS

A ridiculously 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.

OPERATOR:

⬡ MEDICAL SUITE

+IMPLANT +HEALING +INCONSPICUOUS

Drug storage, vitals monitor, medical injectors, synth-skin sprayers. You can use it to treat yourself or someone else. Once per session, you can use drugs that your medical suite provides to lower any Stress Track to 0.

⬡ MUSCLE AND BONE STABILIZERS

+IMPLANT +INCONSPICUOUS

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.

⬡ NANO-SURGEON DELIVERY SYSTEM

+IMPLANT +INCONSPICUOUS

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. The first time you would be Taken out from Harm during a session, you may instead ignore the Harm.

⬡ PAIN EDITOR

+IMPLANT +INCONSPICUOUS

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. When you take this implant, pick a Stress Track. You can no longer be Taken Out by Feedback on this Stress Track when you take Harm.

⬡ 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.

⬡ RABBIT EARS

+IMPLANT +ENHANCED HEARING +LEVEL DAMPENER +RADIO/CELL LINK +RECORD MUSIC SYSTEM +INCONSPICUOUS

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.

⬡ SHOCK PADS

3-STUN HAND +RELOAD +LOUD +IMPLANT

Pads in your cyberhands 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.

⬡ SKIN WEAVE

ARMOUR 1 +IMPLANT +INCONSPICUOUS

Nanobots weave armour into your skin, making it a lot harder to penetrate. It also makes your sense of touch less... sensitive.

⬡ SNIKTS

3-HARM HAND/CLOSE +AP +MESSY +INCONSPICUOUS

I'm pretty sure you know what these do, bub. They're retractable claws, alright?

⬡ SUB-DERMAL PLATING

ARMOUR 2 +IMPLANT +PARRY +1 HARM WITH HANDS

Getting this stuff implanted is incredibly painful and debilitating for about three weeks, but when you recover you've got literal armour beneath your skin. Allows you to parry hand weapons and inflict +1 Harm in hand-to-hand.

⬡ THERMO-OPTIC CAMOUFLAGE

+IMPLANT +CLOAK

Your skin's wired with electronics 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.

⬡ VISUAL SUITE

+IMPLANT +ANTIDAZZLE +VISUAL ENHANCEMENT +THERMOGRAPH +NIGHT VISION +RECORD +INCONSPICUOUS

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.

⬡ WIRED REFLEXES

+IMPLANT +QUICK +INCONSPICUOUS

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, and you can ignore the Reload constraint on gear you are using.

THE MOVES

OPERATOR SKILLS

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

PROFESSIONAL MOVE

WHEN THE CELL IS IN SYNC:

Anytime you want to use this Skill, say what you want to do with it, and you succeed.

The first time you use this Skill while the Cell is in Sync, you must increase the Stress Track by 1 for the Skill's Baggage.

WHEN THE CELL IS OUT OF SYNC:

Anytime you want to use this Skill, say what you want to do with it, and you succeed.

Every time you use this skill 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.
- 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**.

HEADSPACE MOVE

When you use a Skill with an Emotional Baggage, say what you want to do, roll 2d6 and add your rating in that Emotion's Discipline.

- 10+** Succeed without emotional complications.
- 7-9** Succeed, but pick 1 Emotional Complication based on the Baggage of the skill.
- 6-** Succeed, but pick 2 Emotional Complications based on the Baggage of the skill.
OR Reveal your Regret to the Cell (once per session).

GRIEF COMPLICATIONS

- ◆ You put yourself in harm's way.
- ◆ You hurt someone you care for.
- ◆ You neglect your responsibilities.
- ◆ You retreat from a conflict.

RAGE COMPLICATIONS

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

NEED COMPLICATIONS

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

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.

FEAR COMPLICATIONS

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

REVEAL YOUR REGRET

Once per session, when you roll a 6- on any **Headspace Move**, you can share your Regret with the Cell

UPON REVEALING YOUR REGRET, GAIN SYNC FOR THE CELL AND TURN THE 6- YOU JUST ROLLED INTO A 10.

You reveal your regret as a Flashback Scene. This scene interrupts the current fiction, but it takes place within a blink of the eye for the Operators. The Player provides a full narrative of the scene. The GM should encourage other Players to ask leading questions about the events of the flashback to the Player narrating.

THE GAME MASTER

YOUR MANDATE

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 Cell can fix it.

YOUR LENSES

Say what...

- ◆ Honesty demands
- ◆ The dystopia demands
- ◆ Troubled hearts demand

YOUR TECHNIQUES

You should prepare to...

- ◆ Honour their expertise
- ◆ Listen first, talk second
- ◆ Focus on the individual
- ◆ Give everyone a name and the price for their life
- ◆ Direct corporate assets in the shadows
- ◆ Thing of consequences, intended and otherwise.

YOUR PEOPLE

Speak through...

- ◆ Corporate Agents
- ◆ Human Resources
- ◆ Civilian Anchors
- ◆ The Wretched

PEOPLE NOTES:

EMOTIONAL COMPLICATIONS

RAGE

- ◆ You ignore something obvious.
- ◆ You inflict collateral damage.
- ◆ 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 retreat from a conflict.

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 or resource for gain.
- ◆ You obsess over something.
- ◆ You ignore a personal risk.

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.

YOUR MOVES

ASK QUESTIONS

OFFER BARGAINS

THREATEN VIOLENCE

- ◆ Deal Harm to an Operator - 1-5 based on Weapon/Environment

FOSTER EMOTIONS

Headspace is a game about emotions. You should use this Move to push the Operators 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 Operators fail to act out the emotion, by repressing their feelings or resisting the emotional pressure, inflict consequences on them. Add 1 Stress to one relevant Stress Track. If the NPC applying the pressure is family, by blood or by deed, increase it to 2 Stress instead.

SEIZE CONTROL

- ◆ Put an Operator where you want them by moving, separating, blocking, or capturing one of them.
- ◆ Drain Their Resources: Ammo, fuel, reputation, secrecy, contacts, or credits.
- ◆ Establish an event or introduce someone tied to an Operator's Regret or flashback scene.

OPERATOR REFERENCE

SESSION NOTES

INFILTRATOR	NAME	BAGGAGE
	MARTIAL ARTS	
	SECURITY	
	STEALTH	

HANDLER	NAME	BAGGAGE
	COAX	
	CONTINGENCY	
	OBSERVATION	

RONIN	NAME	BAGGAGE
	EXPLOSIVES	
	FIREARMS	
	TACTICS	

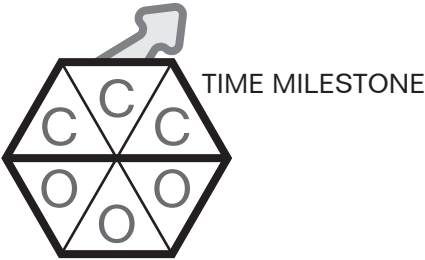
RUNNER	NAME	BAGGAGE
	PILOT	
	PARKOUR	
	SPRAWL	

TECH	NAME	BAGGAGE
	ENGINEERING	
	DRONES	
	HACKING	

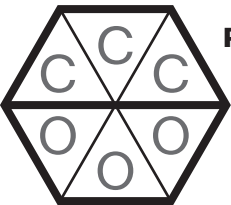
WHITECOAT	NAME	BAGGAGE
	INVESTIGATION	
	MEDICINE	
	PSYCHOLOGY	

CORPORATION |
PROJECT GOAL |

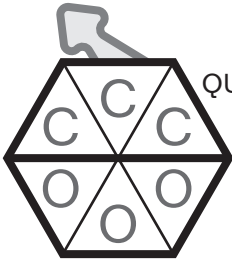
PERMANENT SETTING EVENT |



TIME MILESTONE



COST MILESTONE



QUALITY MILESTONE

SESSION
OBJECTIVES

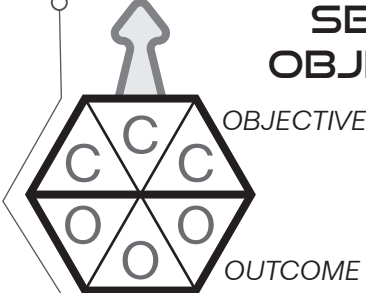
SESSION
OBJECTIVES

SESSION
OBJECTIVES



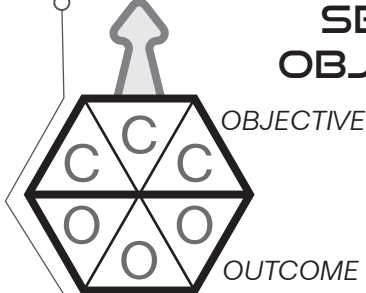
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OUTCOME



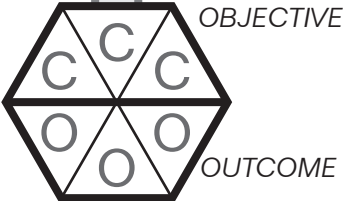
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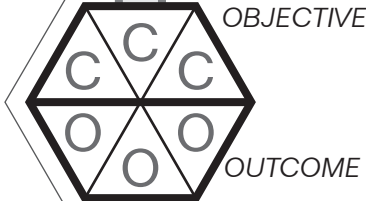
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OUTCOME



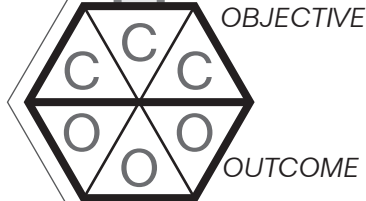
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OUTCOME



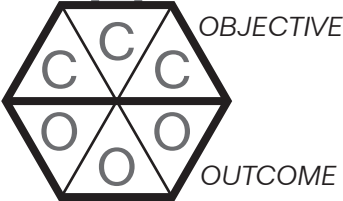
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OUTCOME



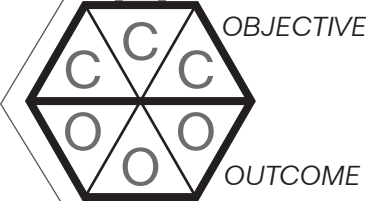
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OUTCOME



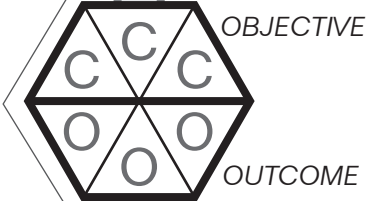
OBJECTIVE

OUTCOME



OBJECTIVE

OUTCOME



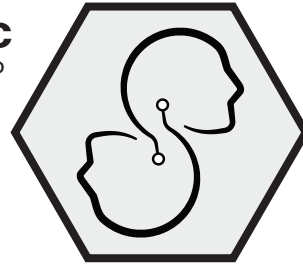
OBJECTIVE

OUTCOME

HEADSPACE

STRESS TRACKS

SYNC



TO GAIN SYNC
REVEAL A REGRET

MAKE A SACRIFICE FOR
ANOTHER'S DRIVE

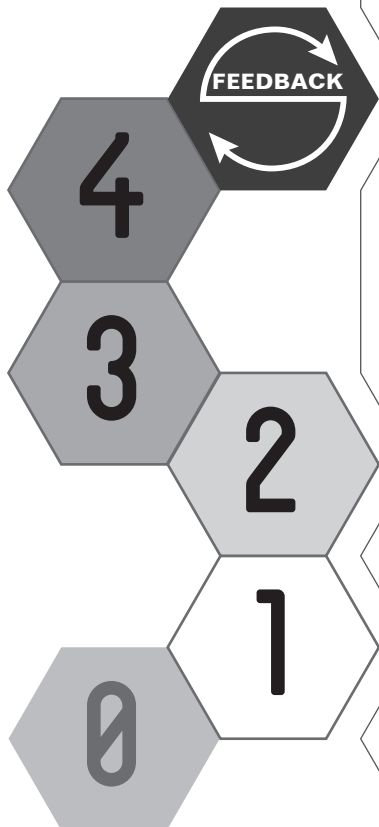
WHEN YOU GAIN SYNC
EVERY OPERATOR **GAINS** 1 XP

WHEN YOU HAVE SYNC
ONLY THE **FIRST** USE OF A
PROFESSIONAL SKILL
INCREASES STRESS

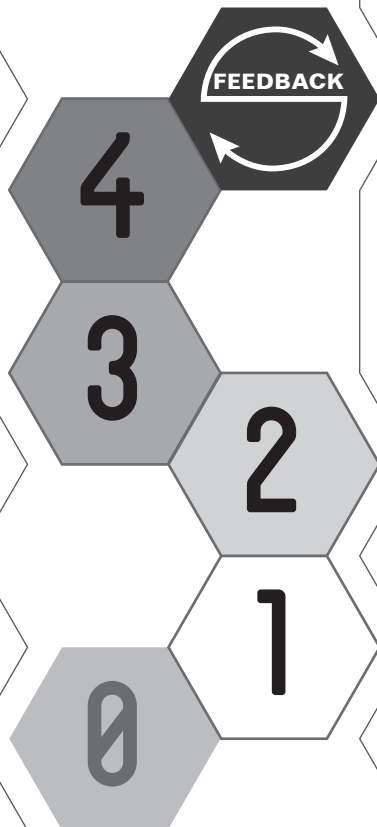
SPEND SYNC TO TURN ANY
RESULT **INTO A 10**

FEEDBACK
GM **SPENDS**
POINTS FROM THE
STRESS TRACK TO
CAUSE **EMOTIONAL**
COMPLICATIONS
(MAX 4)

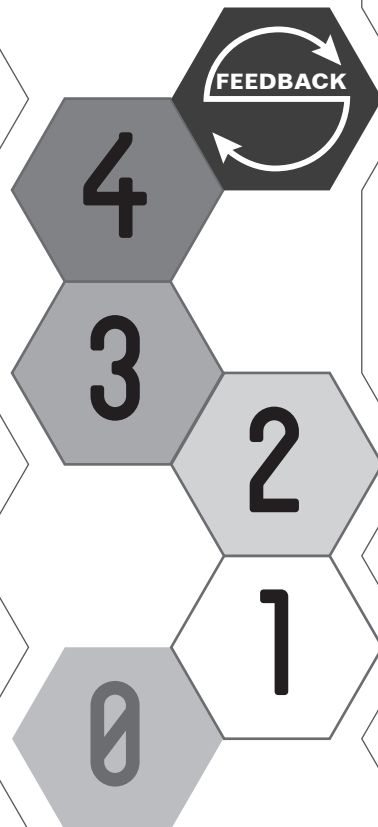
RAGE



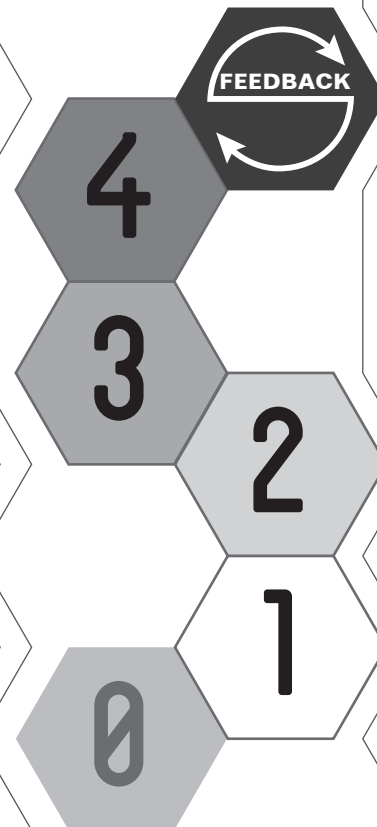
GRIEF



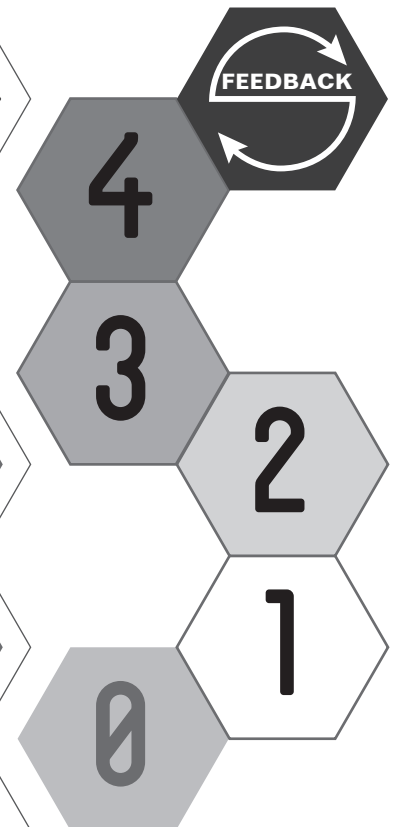
FEAR



NEED



EGO



IF THE STRESS TRACK OF THE SKILLS BAGGAGE TYPE IS 0, YOU MAY MAKE A **PROFESSIONAL** MOVE INSTEAD OF A **HEADSPACE** MOVE.

THE UNIFIED TERRITORIES



UN SECTORS



TRADITIONAL STATES

N

0 25 50 km

Mediterranean

Sea

Nabatiyet et Tahta

LEBANON

Al Qunaytirah

SYRIA

UN
SECTOR 1

Tiberias

Haifa

Nazareth

As Suwayda

Dar'a

Irbid

Al Mafrq

UN
SECTOR 2

Nablus

Netanya

Tel Aviv-Yafo

Ramla

As-Salt

Az Zarqa'

Amman

Jerusalem

Dead
Sea

Ashkelon

Gaza City

UN
SECTOR 3

Beersheba

Al Karak

El'Arish

Mitzpe Ramon

At Tafilah

JORDAN

UN
SECTOR 4

EGYPT

Ma'an

Eilat

THE UNIFIED TERRITORIES



UN SECTORS



TRADITIONAL STATES

N

0 25 50 km

Mediterranean

Sea

Dead
Sea

UN
SECTOR 1

UN
SECTOR 2

UN
SECTOR 3

UN
SECTOR 4

Nabatiyet et Tahta

LEBANON

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As-Salt

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Gaza City

Beersheba

El'Arish

Mitzpe Ramon

At Tafilah

Al Karak

JORDAN

Ma'an

EGYPT

Eilat

VANCOUVER TRAUMA ONE ZONING

DISASTER ZONE

QUARANTINE ZONE

RECLAMATION ZONE

RECOVERED

WEST VAN

NORTH VAN

Vancouver
Harbour

English Bay

WEST
END

VAN WEST

EAST VAN

BURNABY

COQUITLAM

NEW
WEST

Fraser River

MAPLERIDGE

AIRPORT

STRAIT
OF
GEORGIA

RICHMOND

SURREY

DELTA

Fraser River

LADNER

Mud Bay

LANGLEY

BOUNDARY BAY
ARCOLOGY

WHITEROCK

Boundary Bay

N

0 2.5 5
km

