

MARK RICHARDSON'S

# HEADSPACE

SHARED CONSCIOUSNESS  
CYBERPUNK

COMING SOON TO KICKSTARTER  
[WWW.HEADSPACERPG.COM](http://WWW.HEADSPACERPG.COM)



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## About this Quick Start 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 and information 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 and 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.

## 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. Jacking into the Headspace comes with a cost; there is no going back. Once your minds are bound together, your every thoughts, sensations, emotions 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 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 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, each with three skills they have completely mastered.

**The Handler** – The well-connected social powerhouse who leads.

Coax – Social persuasion/fast talk

Contingency – Have a plan for anything

Observation – Surveillance/Counter surveillance

**The Infiltrator** – The master of shadows who circumvents any barrier.

Martial Arts – Hand to Hand/Melee combat

Security – Pick locks to high tech systems

Stealth – Stay hidden and quiet

**The Ronin** – Solider, mercenary, and artist of violence.

Explosives – Build, place and disable

Firearms – Pistols to Rocket launchers

Tactics – Positioning can be the key to victory

**The Runner** – The daredevil pilot who explores the world.

Pilot – You can drive anything from a boat to an aerodyne spinner

Parkour – Move through the city with your feet

Sprawl – Knowledge of locations and cultures of the great cities

**The Tech** – The master of hacking the world and the net beyond.

Engineering – You can build it

Drones – You can fly/drive them

Hacking – Computers are your plaything

**The White Coat** – Doctors and investigators with brilliant minds.

Investigation – Study and find the details to a problem

Medicine – Treating injury to recover health, diagnose a problem

Psychology – Empathy and the human mind

## Game Set-up

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.

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 shared Stress levels and one for

Teamwork. 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). You will need to print some materials before beginning play:

- One copy of the GM Reference Sheet.
- One copy of the GM Skill and Baggage Sheet.
- One Stress Track sheet to go in the middle of the table.
- One copy of each of Operator Character sheets being used.
- One copy of the Move sheet for each player.
- You may find it useful to have copies of the sub-culture/look sheet and gear.

## Emotions Are Always in Play

Human emotion is at the root of all Operator actions in Headspace. The rules in this chapter rely heavily on the emotions experienced by 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 of anger 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**.

**Baggage** represents the emotional 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



setting ; the emotion that best represents how their Operator felt during those events is assigned as it's 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.

## Stress Tracks

There are five distinct **Stress Tracks** (one for each type of Baggage) that are shared by the entire group. 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 group's current Stress for each type of Baggage as well as the current and permanent Teamwork.



The GM should use the 6 tokens to mark the current level of each Stress and the amount of current Teamwork. The Maximum (permanent) Teamwork is indicated by marking on the "X" in the small box above each Teamwork square.

At the beginning of the first session, the GM sets the initial Stress tracks (see Quickstart Adventure) with no points available in the Teamwork track.

## Stress in the Fiction

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

## 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.

## Operator Rest and Stress

Whenever 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 group. Feedback causes the emotions of one Stress Track to overwhelm the group and potentially force a number of Emotional Complications on one or more of the Operators. 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 the GM Reference Sheet).

## Drives and Teamwork

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 **Move**, you can share your Regret with the group and succeed as if you had rolled a 10. Revealing your Regret is an emotionally difficult action, but it allows a level of greater understanding between the Operators and the stresses that they face as a group in the *Headspace*; this will immediately **re-fill the Teamwork Track to full and permanently expand the Teamwork Track by one point**.

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 (Long Play)

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 the old one or by further examining the details of the one you have already revealed. 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 group you should also reveal your Drive.

## Teamwork

The Teamwork Track indicates the current level of shared emotional understanding within the group. Within the fiction, Teamwork 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 maximum number of points in the Teamwork Track is equal to the number of Players in the game (3-5).

**Once Teamwork is accessible it can be expended by any Player to turn any roll into a 10.**

During play, any time you make a personal sacrifice working towards another Operator's Drive, you refill the Teamwork Track to its maximum value.

## 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 can bleed out from your mind and feed into the *Headspace*. This effect is referred to as **Stress**.

For the remainder of the scene, 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 scene you must increase the Stress Track by 1 for the Skills Baggage.





## 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 Emotional 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 or less, 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 need to be the center of attention
- You become easily influenced by others
- 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 Sacrifice your dignity

## Improvised Move

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.

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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.
- 

## Health and Harm

### 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 Group.

## 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, regrets and even skills persist and become accessible to the rest of the group.

The Ghost of an Operator forever leaves a single skill of the dying Player's choice in the Headspace of the group. 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 group can access this specific ghost skill with a Headspace Move.

## 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.

## 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 supply don't add +Reload.

**Quick:** if speed matters, quick weapons go first.

## Operator Creation

The following are all the steps required to creating Operators and beginning play using a pre-generated setting. In the full game there will be a variety of unique settings to jumpstart your adventures. Each setting provides a ready to play cyberpunk world and a specific city with 4-5 pre-built corporations to face the Operators.

Most of everything you will need to play the game can be found on each of Operator sheets or Move Sheet.

### 1. Choose an Operator

Look over the six Operators and choose one that interests you. The six professions represent a large breadth of archetypes allowing the group 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.

### 2. 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 group but at some point in the past died during a previous adventure. 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 group 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 group 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 group 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.

### 3. Name Your Operator

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

### 4. 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**.

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 your 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.

### 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).

#### 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)

## **6. 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. 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.

## 7. 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.

## 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.

Each Setting (See Dystopia Setting - Vancouver Aftermath) has a list of five Corporate Secrets (one for each Event/Issue pair), pick one 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 group to decide.

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.

[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.]

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.

### 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 your starting gear, armour, weapons and contacts. 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 ones (see the 2 page sheet at the end of this document)

### 12. Introduce your Operator to the group

Based on your defined look and skills introduce yourself to the team.



## 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<sup>H</sup> 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<sup>H</sup> 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

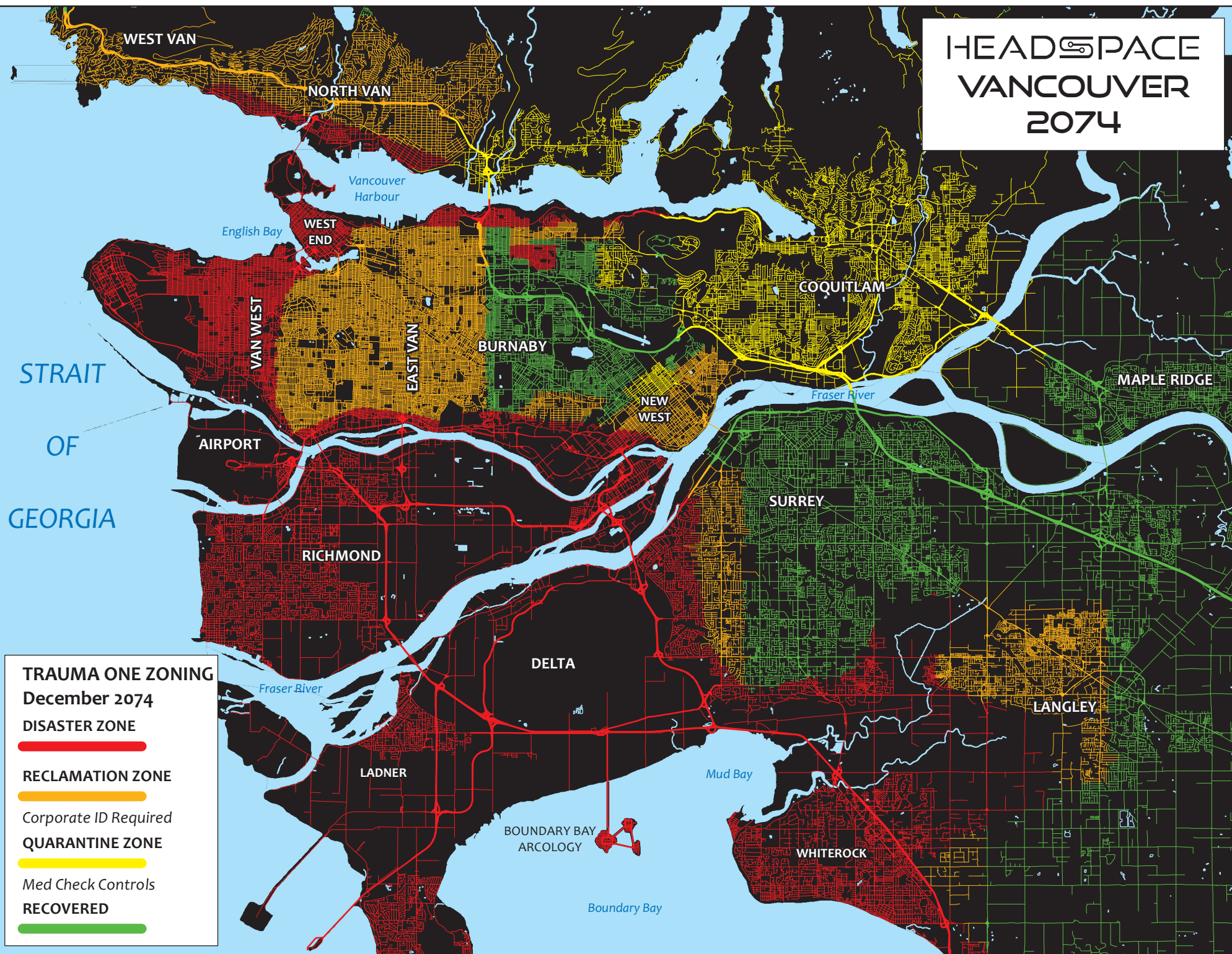
Events	Issues	Secrets
Massive Tsunami decimates the Pacific Coast	Corporate Reclamation Zones	<b>Trauma One</b> secured widespread access to secret documents and resources with a "rescue crew".
Pacific Coast famine	Food Riots	<b>Pacific Security Solutions</b> exacerbated the riots to ensure they were needed for future security contracts.
Plague Pandemic	Quarantine Zones	<b>Applied Optimism</b> 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	<b>3<sup>H</sup> Energy</b> wasn't just pumping oil through those pipelines...
Post-tsunami earthquakes	Unpredictable continued tectonic activity and worsening conditions in Vancouver	<b>3<sup>H</sup> Energy</b> may have had a direct hand in the Tsunami through unstable geothermal power experimentations

## The Corporations

<div> <div>TRAUMA ONE</div> <div><i>"Saving Lives, one donation at a time"</i></div> </div> <div> <div>3<sup>H</sup> ENERGY</div> <div><i>"Providing renewable energy for a new generation"</i></div> </div>	
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	
<b>Veronica Dupius</b> The Infiltrator DESIRE Compassionate, Networked	<b>Peter Nemo</b> The Tech PRIDE Friendly, Ruthless
Initial Project	
<b>Expand Reclamation Zoning</b>	<b>Stamp out the Information Leak</b>

<div> <div>PACIFIC SECURITY SOLUTIONS</div> <div><i>"Private Security, Public Service"</i></div> </div> <div> <div>APPLIED OPTIMISM</div> <div><i>"The Voice of the people"</i></div> </div>	
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	
<b>Major Alice Grant</b> The Handler RAGE Precise, Manipulative	<b>Tyler Morgan</b> The Ronin GRIEF Analytical, Committed
Initial Project	
<b>Privatize Police with Corporate Agents</b>	<b>Control the 3H Energy Leak</b>

# HEADSPACE VANCOUVER 2074



## THE QUICKSTART ADVENTURE

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.

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.

If you run this game at a con or don't have a lot of time you can quick start it, quick starts are setting specific (in this case for Vancouver Aftermath) as you need to make some choices as the GM that you would usually ask the Players to answer.

This game is setup as the Players attempt to exfiltrate a technician at 3<sup>H</sup> Energy who has been leaking corporate secrets. The Operators contacts believe 3<sup>H</sup> has figured out who they are and has agreed to help. The operation takes place at a Corporate Reclamation Zone for 3<sup>H</sup> Energy and its emergency Corporate Housing where the Techs Family is located.

**Which Corporation is the run against, which corporate project are you trying to undermine?**  
3H Energy "Stamp out the information leak"

**What three things were you hired to accomplish in the job (relatively equal importance)?**  
Exfiltrate the Tech from Company Lockup within a Corporate Reclamation Zone.  
Get the Technicians Data Drive  
Get to the Techs family to safety before 3H catches up to them.

**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 goals, what is the one thing were about to actually accomplish?**  
*[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].*

**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!**



# 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 your 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](http://www.headspacerpg.com)

# THE GAME MASTER

## YOUR MISSION

Make the operatives feel like hyper-competent badassess 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	Map the relationships
Focus on the individual	Direct corporate assets in the shadows
Give everyone a name & a price for their life	Think of consequences, intended and otherwise

## YOUR MOVES

## ASK QUESTIONS

## OFFER BARGAINS

## USE THREATS

Threaten Physical Violence  
Foster a Particular Emotion  
Gain Control over the Operator's Position  
Threaten Their Resources

## WIELD FORCE

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

Add Stress to One Emotional Track  
1 - 4 based on Social Force / Emotional Proximity

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, Con-  
tacts 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 need to be the center of attention  
You become easily influenced by others  
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 sacrifice your dignity

# HEADSPACE STRESS TRACKS

## TEAMWORK

**Expend Teamwork:**

To make any roll a 10.

**Re-fill Teamwork:**

When an Operator reveals their Regret OR

When an Operator makes a Sacrifice for another's Drive.



## RAGE



## RAGE

## GRIEF



## GRIEF

## FEAR



## FEAR

## NEED



## NEED

## EGO



## EGO

If Stress is 0, you may make a Professional instead of Headspace move for Skills with that Baggage type.

# 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 scene, 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 scene 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 need to be the centre of attention.  
You become easily influenced by others.  
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 sacrifice your dignity.

### REVEAL YOUR REGRET

Once per session, you may reveal your Regret to the other Operators and turn any roll lower than a 6 into a 10.

If it is the first time you have ever done this, unlock 1 permanent point on the Teamwork pool.

Refresh the Teamwork pool to the maximum unlocked level.

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 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 any roll 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	
INFILTRATOR	SPRAWL	

## HEADSPACE SKILLS

Make a Headspace move when using another's skill.

INFILTRATOR	NAME	BAGGAGE
	MARTIAL ARTS	
	SECURITY	
HANDLER	STEALTH	

HANDLER	NAME	BAGGAGE
	COAX	
	CONTINGENCY	
RONIN	OBSERVATION	

RONIN	NAME	BAGGAGE
	EXPLOSIVES	
	FIREARMS	
TECH	TACTICS	

TECH	NAME	BAGGAGE
	ENGINEERING	
	DRONES	
WHITECOAT	HACKING	

WHITECOAT	NAME	BAGGAGE
	INVESTIGATION	
	MEDICINE	
WHITECOAT	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 any roll 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:

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 stayed with you while you disarmed a bomb?

## 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 planner. 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 any roll 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 elicits 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	

# 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 any roll 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 scene.

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 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

\$



# 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 any roll 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 recover from a traumatic event?

## 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:

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

3 Credits

### PICK 2 WHITECOAT EDGES:

#### ☐ THE COUNSELLER

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

#### ☐ VICE SQUAD

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

#### ☐ PATENTS

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

#### ☐ 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.

#### ☐ TRAUMA SURGEON

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

#### ☐ 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.

#### ☐ 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.*

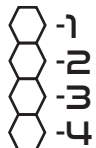
*You can use it to treat yourself or someone else.*

- This suite of tools gives +1 Health restored when using Medicine.

## NOTES

### HEALTH

[/] Stun, [X] Harm



### ARMOUR

Armour is subtracted from Harm.



### CREDITS

\$

# 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.

## 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 any roll 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:

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 follow and get out of a tight situation?

## 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:  
Thermoptic Cloak (Armour 1, +Discreet, +Camouflage)  
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 THEFT

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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