

RUNNERS IN THE SHADOWS

Fantasy-cyberpunk-Forged-in-the-Dark

PLAY & ENJOY

All the materials *required* for play are contained in this document for easy printing as needed. This is, however, not the *complete* game. These sheets will get you by for awhile, but eventually you are going to want the full experience. To get that, you will need the core rulebook (the e-book linked on the right)—it contains all the explanations, examples, and details to get the most out of every word—plus a wealth of GM and player advice, gameplay options, and advanced examples to get your creative juices flowing. Either way you choose to enjoy this product, good luck & have fun!

CONSORT

This was a total passion project, but then it grew into a full blown game. If you are having half as much fun as I am with this, then **SHARE** my itch.io or Twitter with your friends! Also follow me to see what else I'm developing.

INTERFACE

Report bugs and find your peoples over on the **Discord** servers for *Runners in the Shadows* and *Blades in the Dark* players.

Purchase full e-book @

markcleveland.itch.io/runners-in-the-shadows

Contact:

on Twitter..

[@SaveMeJebu5](https://twitter.com/SaveMeJebu5)

on Discord..

Mark (SaveMeJebu5)#6082

RitS Discord server invite:

<https://discord.gg/jk82zb8>

CHARACTER CREATION SUMMARY

1 Choose a playbook. Your playbook represents your character's reputation in the underworld, their special abilities, and how they advance.

2 Choose a heritage. Detail your choice with a note about your family or early life. *For example, "Americas: nomadic Mexican tribespeople."*

3 Choose a background. Detail your choice with a note about your specific history prior to this crew. *For example, "Law: ex-security in Panamanian Union."*

4 Assign four action dots. No action may begin with a rating higher than 2 during character creation. *(After creation or using permutations, action ratings may advance up to 3. When you unlock the Mastery advance for your crew, you can advance some actions up to rating 4.)*

5 Choose a special ability. They're in the gray column in the middle of the character sheet. If you can't decide, choose the first ability on the list. They're placed there as a good first option.

6 Choose a close friend and rival. Mark the one who is a close friend, long-time ally, family relation, or lover (use the upward-pointing triangle). Mark one who is a former friend turned rival, enemy, scorned lover, betrayed partner etc. (use the downward-pointing triangle).

7 Choose your vice. Pick your preferred type of vice, detail it with a short description and indicate the name and location of your vice purveyor. The GM will help you with the purveyor source if you aren't sure.

8 Choose IDN status. If you are undocumented (default), leave this blank. Otherwise, mark the box to choose the type of issuer, then detail it with the issuer's name. Also record any additional details in your notes for future reference.

9 Choose three special items or implants. Select the three special items or implants to which you have access at the start of the game. Outline the boxes and record details on your sheet as appropriate.

10 Record name(s), look, and languages. Choose an alias or street name (maybe a real name too), and jot down a few words to describe your look. Examples are provided on the preceding pages. Write your native tongue down first, then any others that make sense for your choice of details.

If you want, take one or two permutations from each side (details on page 43) to further customize your starting build. If you are "experienced" or "prime" runners, you might get more.

Some permutation examples..

+1 special item	-1 special item
+1 action dot	-1 action dot
+1 friends are close	+1 friends are rivals
+2 languages, already known	+debt to a faction
+2 spells, already learned	Start with one TRAUMA *
third action dot*	-1 special ability*
+1 special ability*	

**: Counts as two.*

LOADOUT

You have access to all of the **standard items** on your character sheet, and all the special items you chose during character creation. For each operation, decide what your character's **LOAD** will be. During the operation, you may say that your character has an item on hand by checking the box for the item you want to use—up to a number of items equal to your chosen **LOAD**. Your **LOAD** also determines your movement speed and conspicuousness:

- ◆ **1-3 LOAD: Light.** *You're faster, less conspicuous; you blend in with citizens.*
- ◆ **4/5 LOAD: Normal.** *You look like you're up to no good.*
- ◆ **6 LOAD: Heavy.** *You're slower. You look like an operative on a mission.*
- ◆ **7-9 LOAD: Encumbered.** *You're overburdened and can't do anything except move very slowly.*

Some special abilities (like the Muscle's **MULE** ability or a dragon's incredible strength) and implants (like the hip **COMPARTMENTS**) increase the **LOAD** limits.

Some items count as two items for **LOAD** (they have two connected boxes). Items in italics don't count toward your **LOAD**.

You don't need to select specific items now. Review your personal items and the standard item descriptions on page 65.

COMPILED PLAYBOOK BUILDS

A compilation of the guidance given in each playbook for when you assign your action dots and special abilities. Use one of these build templates to get started quickly.

FACE

THE BRAINS. Demand +2, Study +2. **Connected.**

THE CLOSER. Hustle +1, Interface +2, Study +1. **Deal Shark.**

THE DISTRACTION. Demand +1, Hustle +1, Scramble +2. **Spectacle.**

THE GRIFTER. Consort +1, Finesse +2, Hustle +1. **A Little Jing on the Side.**

HACKER

COMBAT HACKER. Fight +2, Scramble +2. **Virtual Fighter.**

DEVELOPER. Engineer +2, Study +1, Survey +1. **Programmer.**

SOCIAL ENGINEER. Consort +1, Demand +1, Hustle +2. **Meticulous.**

WATCHDOG. Scramble +1, Stalk +1, Survey +2. **Data Analyst.**

MUSCLE

THE BOSS. Demand +1, Scramble +2, Study +1. **Militant.**

ENFORCER. Scramble +2, Stalk +2. **Savage.**

THE PROTECTION. Stalk +1, Study +1, Survey +2. **Bodyguard.**

STREET SAMURAI. Consort +1, Finesse +2, Scramble +1. **Street Code.**

PUNK

FIRESTARTER. Demand +2, Fight +1, Hustle +1. **Ring Leader.**

GETAWAY ARTIST. Finesse +2, Scramble +1, Survey +1. **Mobility.**

SURPRISE. Hustle +2, Stalk +2. **Ambush.**

WRECKING BALL. Fight +2, Demand +1, Scramble +1. **Saboteur.**

RIGGER

DRONE ENTHUSIAST. Creep +2, Interface +1, Stalk +1. **In Control.**

FIELD MEDIC. Scramble +2, Study +2. **Physician.**

MCGUYVER. Scramble +1, Survey +2, Study +1. **Jury Rig.**

PILOT. Finesse +1, Interface +1, Survey +2. **Ace.**

SNAKE

THE INFORMANT. Consort +1, Interface +2, Study +1. **Takes One to Know One.**

THE MOLE. Consort +2, Demand +1, Study +1. **Trust Me.**

THE PRETENDER. Finesse +2, Creep +2. **Master of Disguise.**

SMOOTH OPERATOR. Engineer +2, Creep +1, Study +1. **Long Con.**

TRIGGER

BOUNTY HUNTER. Creep +2, Scramble +2. **Relentless.**

CYBER-STALKER. Creep +1, Interface +2, Survey +1. **Scout.**

HOOD. Consort +1, Demand +1, Scramble +2. **Vigilante.**

SHARPSHOOTER. Creep +2, Study +1, Scramble +1. **Deadeye.**

ADEPT

THE CHAMELEON. Consort +1, Hustle +1, Study +2. **Transmorphic.**

HULK, SMASH. Creep +1, Fight +2, Scramble +1. **Boosted.**

PLANAR GUARDIAN. Fight +2, Survey +1, Study +1. **Astral Fighter.**

WATCHER. Study +2, Survey +2. **Adept Senses.**

MAGICIAN

COMBAT MAGE. Fight +2, Scramble +2. **Sorcerer.**

CULT LEADER. Consort +2, Demand +2. **Astral Occultist.**

OCCULT INVESTIGATOR. Hustle +1, Stalk +2, Study +1. **Astral Mind.**

SUMMONER. Demand +1, Study +1, Survey +2. **Conjurer.**

TECHNOMANCER

THE ANOMALY. Demand +1, Fight +2, Interface +1. **Dead Zone.**

THE ARCHITECT. Engineer +2, Interface +2. **Instancer.**

THE GHOST. Creep +2, Stalk +2. **Editor.**

THE ORACLE. Consort +1, Study +1, Survey +2. **Emergent Mind.**

SUPERNATURAL WAYS, METHODS, & DRAWBACKS

Ways (adept) and **methods** (magician and technomancer) represent an immutable aspect of the supernatural tradition you choose—something core to its practice. Consider what your tradition believes is the source of its power, and *then* make a choice. In any case, most of these **methods** or **ways** are small boons with both positive and negative features. The **drawbacks** are always detrimental though; not all are created equal.

You choose one from the left column (way or method, as appropriate to your chosen playbook), and a number of drawbacks (from the corresponding set thereof) as directed by your choice.

*For example, Bartleby is playing Totes, a Magician, so he must choose one arcane method. He chooses shamanic, because his character is from the Caribbean and filled with religious superstition. He also wants to frequently mention “bad mojo” when things go wrong. So he looks over his choices on the right, and thinks reverent makes the most sense. He writes the words “Caribbean shaman, won’t mess with bad mojo” to detail his tradition, and marks the boxes for **SHAMANIC** and **REVERENT** on his character playbook sheet before moving on.*

ADEPT WAYS

- ◆ **Mind:** The pursuit of perfecting the mind. You may advance your action rating to 4 in all four **INTUITION** actions.
- ◆ **Body:** The pursuit of perfecting the body. You may advance your action rating to 4 in all four **BODY** actions.
- ◆ **Soul:** The pursuit of perfecting the soul. You may advance your action rating to 4 in all four **WILLPOWER** actions.

ADEPT DRAWBACKS

- ◆ **Expensive:** Your access to adept feats and your chosen method costs you **1 NUYEN** per **downtime** to keep active.
- ◆ **Loud:** You take **+1 HEAT** the first time you use an **adept feat** on a run.
- ◆ **Taxing:** In downtime, you must spend one activity meditating and practicing in a safe spot (or else mark **1 edge**).

ARCANE METHODS

- ◆ **Hermetic:** The manipulation of supernatural energies with practiced routines and science. You may roll to **resist** supernatural consequences with **INTUITION**. Also take one drawback.
- ◆ **Shamanic:** The guidance of supernatural energies with spiritual reverence and unwavering belief. When you make a deal with spiritual entities, you get **+1d**. Also take one drawback.
- ◆ **New World:** You gain the benefits of one or both methods above, describing what’s unique about your interpretation. Choose an equal number of drawbacks as you do methods.
- ◆ **Denial:** You completely deny the benefits and trappings of arcane tradition. *To what can you attribute your power: faith, insanity, or some other delusion?* Take zero drawbacks.

EMERGENT METHODS

- ◆ **Dissonant:** The control of signals using the spaces between them. You may roll to **resist** supernatural consequences with **Intuition**. Also take one drawback.
- ◆ **Resonant:** The control of signals with machine languages you can speak. When you make a deal with an emergent entity, you get **+1d**. Also take one drawback.
- ◆ **Convergent:** You gain the benefits of both methods above. Also take two drawbacks.
- ◆ **Denial:** You completely deny the benefits and trappings of emergent tradition. *To what can you attribute your power: faith, insanity, or some other delusion?* Take zero drawbacks.

ARCANE DRAWBACKS

- ◆ **Bright:** You take **+1 HEAT** the first time you use arcane power on a **run**.
- ◆ **Expensive:** Your access to arcane power costs you **1 NUYEN** per **downtime** to keep active.
- ◆ **Reverent:** Your beliefs or dogma forbid you from commanding spirits. You may mark **1 edge** to overcome this stricture.
- ◆ **Rigorous:** In downtime, you must spend one activity studying and practicing in a lodge (or else mark **1 edge**).

EMERGENT DRAWBACKS

- ◆ **Anomalous:** You take **+1 HEAT** the first time you use emergent power on a run.
- ◆ **Obsolete:** Your methods rely on an antiquated understanding of technology. You suffer **reduced effect** when you use high technology without your powers.
- ◆ **Rigorous:** In downtime, you must spend one activity studying and practicing in a lodge (or else mark **1 edge**).
- ◆ **Tracked:** 6-clock, “Accosted by OTF agents,” 1 tick per use of a **secret art**. This is a supernatural consequence which you may roll to resist as usual.

RUNNERS IN THE SHADOWS

CREW

ALIAS(ES) GIVEN NAME

☐ IDN? SOURCE LOOK

HERITAGE: AFRICA - ASIA - AMERICAS - EUROPE - OCEANIA - OTHER

BACKGROUND: ACADEMIC - CORPORATE - LABOR - LAW - MEDIA - MILITARY - TRADE - UNDERWORLD

VICE/SOURCE: DEVIANT - FAITH - GAMBLING - LUXURY - OBLIGATION - PLEASURE - STUPOR

EDGE TRAUMA

☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ◊◊◊◊◊ COLD - HAUNTED - OBSESSED - PARANOID RECKLESS - SOFT - UNSTABLE - VICIOUS

HARM HEALING PROJECT CLOCK

	NEED HELP
	-1D
	LESS EFFECT



ARMOR USES
ARMOR
HEAVY
SPECIAL

NOTES

PLAYERS BEST PRACTICES

EMBRACE THE RUNNER'S LIFE	ACT NOW, PLAN LATER	TAKE RESPONSIBILITY
DON'T BE A TROG	USE YOUR EDGE	DO WHAT SOUNDS FUN

FACE

A SMOOTH & WELL-CONNECTED CRIMINAL



SPECIAL ABILITIES

- Deal Shark: You are not affected by **quality** or **Tier** when you negotiate additional payment for a run.
- A Little Jingle on the Side: At the end of each downtime, you earn +2 stash.
- Slick: You may expend your **special armor** to resist a consequence from notice or disinterest or to **push yourself** to improve someone's attitude.
- Connected: During downtime, you get +1 **result level** (a 1-3 becomes a 4/5, etc.) when you **acquire an asset** or **reduce heat**.
- Sprawl Whisperer: You gain +1d to **Consort** when you **gather info** on a target for a run. You get +1d to the **engagement** roll for that operation.
- Incorrigible: When you **indulge your vice**, you may adjust the dice outcome by 1 or 2 (up or down). An ally who joins in your vice may do the same.
- Ambitious: You gain an additional **karma trigger**: *You defended your claims or tried to get more.* If the crew followed your lead, also mark **crew karma**.
- Spectacle: When you engage someone in conversation, it is especially distracting. When you **Hustle** a distracted target, take +1d.
- Veteran: Select a special ability from another source.

SHREWD FRIENDS

- △▽ Angel, a cleaner
- △▽ Winston Mogi, a crew boss
- △▽ Alan Stein, an executive
- △▽ Dee, a prostitute
- △▽ Robbo, a club owner

ITEMS

- ☐ Privacy generator
- ☐ Fine outfit
- ☐ Fine nightlife subscription
- ☐ Red rock
- ☐ Entourage

KARMA

- ◆ *Everytime you roll a desperate action, mark karma in that action's attribute.*
- At the end of each session, for each item below, mark 1 karma (in your playbook or an attribute) or 2 karma if that item occurred multiple times.
- ◆ *You addressed a challenge with influence or conspiracy.*
- ◆ *You expressed your beliefs, drives, heritage, or background.*
- ◆ *You struggled with issues from dystopia, your vice, or trauma during the session.*

TEAMWORK

- Assist a teammate
- Lead a group action
- Protect a teammate
- Set up a teammate

PLANNING & LOAD

- Choose a *plan*, provide the *detail*. Choose your load limit for the run.
- | | |
|---------------------------------|-----------------------------|
| Assault: Point of attack | Social: Connection |
| Deception: Method | Stealth: Entry point |
| Supernatural: Power | Transport: Route |

STASH

☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
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INTUITION

NYUEN ☐☐☐☐

○	○	○	○	ENGINEER
○	○	○	○	INTERFACE
○	○	○	○	STALK
○	○	○	○	SURVEY

BODY

○	○	○	○	CREEP
○	○	○	○	FIGHT
○	○	○	○	FINESSE
○	○	○	○	SCRAMBLE

WILLPOWER

●	●	○	○	CONSORT
○	○	○	○	DEMAND
●	○	○	○	HUSTLE
○	○	○	○	STUDY

BONUS DIE

+ PUSH YOURSELF (mark 2 edge) OR accept a DRAGON'S DEAL

Load 3 light 5 normal 6 heavy

<input type="checkbox"/> A comm	<input type="checkbox"/> Armor
<input type="checkbox"/> A pistol	<input type="checkbox"/> +Heavy
<input type="checkbox"/> A quiet weapon	
<input type="checkbox"/> A medieval weapon	Ammo
<input type="checkbox"/> A large weapon	<input type="checkbox"/>
<input type="checkbox"/> An unusual weapon	<input type="checkbox"/>
<input type="checkbox"/> Burglary gear	<input type="checkbox"/>
<input type="checkbox"/> Climbing gear	
<input type="checkbox"/> Demolition tools	
<input type="checkbox"/> Documents	
<input type="checkbox"/> Lighting gear	
<input type="checkbox"/> Mechanic tools	
<input type="checkbox"/> Reagents	
<input type="checkbox"/> Subterfuge supplies	
<input type="checkbox"/> Technical tools	
<input type="checkbox"/>	
<input type="checkbox"/>	

GATHER INFORMATION

- ◆ *What do they want most?*
- ◆ *What should I lookout for?*
- ◆ *What's the leverage here?*
- ◆ *How can I discover [X]?*
- ◆ *What do they intend to do?*
- ◆ *How can I get them to [X]?*
- ◆ *What's really going on here?*

RUNNERS IN THE SHADOWS

CREW

ALIAS(ES) _____ GIVEN NAME _____

IDN? SOURCE LOOK

HERITAGE: AFRICA - ASIA - AMERICAS - EUROPE - OCEANIA - OTHER

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VICE/SOURCE: DEVIANT - FAITH - GAMBLING - LUXURY - OBLIGATION - PLEASURE - STUPOR

EDGE TRAUMA COLD - HAUNTED - OBSESSED - PARANOID
 RECKLESS - SOFT - UNSTABLE - VICIOUS

HARM			HEALING PROJECT CLOCK		
		NEED HELP			
		-1D			
		LESS EFFECT			

ARMOR USES
 ARMOR
 HEAVY
 SPECIAL

NOTES

EXPLOSIVES

3 uses
 When you use an explosive, choose one:
 EMP
 Flashbang
 Grenade
 Pepper
 Smoke
 Tear gas

DRUGS

3 uses
 When you use street drugs, choose one:
 Bluecoke
 Cloud-9
 Red rock

PLAYERS BEST PRACTICES

EMBRACE THE RUNNER'S LIFE	ACT NOW, PLAN LATER	TAKE RESPONSIBILITY
DON'T BE A TROG	USE YOUR EDGE	DO WHAT SOUNDS FUN

PUNK

A WILY HOODLUM AND VANDAL

SPECIAL ABILITIES

- Adaptable:** Mark 2 **edge** to roll your best action rating while performing a different action. Say how you adapt your skill to this use.
- Catch Me If You Can:** You may expend your **special armor** to resist a consequence from detection or security measures, or to **push yourself** for a feat of escape or stealth.
- Mobility:** You can easily bypass difficult terrain, obstacles, or restraints and can choose to mark only 1 **edge** when you resist being impeded by them, regardless of the result of your roll.
- Daredevil:** When you roll a desperate action, you get +1d to your roll if you also take -1d to any **resistance** rolls against consequences from your action.
- Ring Leader:** Choose one of your action ratings. When you lead a **group action** using that action, you can suffer only 1 **edge** at most regardless of the number of failed rolls.
- Driven:** You gain an additional **karma trigger**: *When you challenge or stand up to "the Man."* Due to fierce ambition or harsh experience, you get +1 **edge** box.
- Ambush:** When you attack from hiding or spring a trap, you get +1d.
- Saboteur:** When you **Scramble** to wreck things, the work is much smarter than it should be and the damage is very well hidden from casual inspection.
- Veteran:** Select a special ability from another source.

SHADY FRIENDS	ITEMS	Load
<input type="checkbox"/> Twitch, a hoodrat	<input type="checkbox"/> Fine stealth outfit	<input type="checkbox"/> 3 <i>light</i> <input type="checkbox"/> 5 <i>normal</i> <input type="checkbox"/> 6 <i>heavy</i>
<input type="checkbox"/> Lucky, a snitch	<input type="checkbox"/> Fine punk stuff	
<input type="checkbox"/> Leo, a burglar	<input type="checkbox"/> Explosives	
<input type="checkbox"/> Lazarus, a security agent	<input type="checkbox"/> Gecko gloves	
<input type="checkbox"/> Mad Willie, a busker	<input type="checkbox"/> Street drugs	

KARMA

- Everytime you roll a desperate action, mark karma in that action's attribute.
- At the end of each session, for each item below, mark 1 karma (in your playbook or an attribute) or 2 karma if that item occurred multiple times.
- You addressed a challenge with surprise or mayhem.
- You expressed your beliefs, drives, heritage, or background.
- You struggled with issues from dystopia, your vice, or trauma during the session.

TEAMWORK

- Assist** a teammate
- Lead a group action**
- Protect** a teammate
- Set up** a teammate

PLANNING & LOAD

Choose a *plan*, provide the *detail*. Choose your load limit for the run.

Assault: Point of attack	Social: Connection
Deception: Method	Stealth: Entry point
Supernatural: Power	Transport: Route

STASH

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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NUYEN
INTUITION
 ENGINEER
 INTERFACE
 STALK
 SURVEY

BODY
 CREEP
 FIGHT
 FINESSE
 SCRAMBLE

WILLPOWER
 CONSORT
 DEMAND
 HUSTLE
 STUDY

BONUS DIE
 PUSH YOURSELF
 (mark 2 edge) OR accept a **DRAGON'S DEAL**

- A comm Armor
- A pistol +Heavy
- A quiet weapon
- A medieval weapon
- A large weapon
- An unusual weapon
- Burglary gear
- Climbing gear
- Demolition tools
- Documents
- Lighting gear
- Mechanic tools
- Reagents
- Subterfuge supplies
- Technical tools
- _____
- _____

GATHER INFORMATION
 What do they value most?
 How can I get them to [X]?
 What should I lookout for?
 What's the best way in/out?
 What will cause the most chaos?
 How can I find [X]?
 What's really going on here?

RUNNERS IN THE SHADOWS

CREW

ALIAS(ES) _____ GIVEN NAME _____

IDN? SOURCE _____ LOOK _____

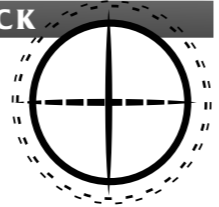
HERITAGE: _____ AFRICA - ASIA - AMERICAS - EUROPE - OCEANIA - OTHER

BACKGROUND: _____ ACADEMIC - CORPORATE - LABOR - LAW - MEDIA - MILITARY - TRADE - UNDERWORLD

VICE/SOURCE: _____ DEVIANT - FAITH - GAMBLING - LUXURY - OBLIGATION - PLEASURE - STUPOR

EDGE **TRAUMA**
 COLD - HAUNTED - OBSESSED - PARANOID
 RECKLESS - SOFT - UNSTABLE - VICIOUS

HARM	HEALING PROJECT CLOCK	NEED HELP
		NEED HELP
		-1D
		LESS EFFECT



ARMOR USES
 ARMOR
 HEAVY
 SPECIAL

NOTES

UTILITY HARNESS

3 uses

When you use a harness slot, choose one:

- ◆ Hypersolvent
- ◆ Hyperglue
- ◆ Thermite gel
- ◆ Nightshades (gadget)
- ◆ Sensor tag (g)
- ◆ Spatial scanner (g)
- ◆ Thermite rod (g)
- ◆ Vehicular override (g)

PLAYERS BEST PRACTICES

EMBRACE THE RUNNER'S LIFE	ACT NOW, PLAN LATER	TAKE RESPONSIBILITY
DON'T BE A TROG	USE YOUR EDGE	DO WHAT SOUNDS FUN

RIGGER

AN INVENTIVE TECHNICIAN AND PILOT



SPECIAL ABILITIES

- In Control:** When you control a drone, you are not distracted while in AR. You can **push yourself** to take an action with your physical body despite being in hot-sim.
- Infiltrator:** You are not affected by **quality** or **Tier** when you bypass security measures.
- Ace:** You can **Finesse** a vehicle to takeoff, control, or land it—regardless of its means of propulsion. You gain **potency** when you make difficult maneuvers while piloting a vehicle.
- Precise:** You may expend your **special armor** to resist a consequence of distraction, misunderstanding, or chemical effects, or to **push yourself** when working with technical skill or precision.
- Jury Rig:** When you **Engineer** to repair or alter a device, the work is much faster than it should be and you don't need all the parts or tools.
- Electrician:** When you **invent** or **craft** a creation with electronic features, take +1 **effect** level to your roll (a 1-3 becomes a 4/5, etc). You begin with one special design already known.
- Chemist:** When you **invent** or **craft** a creation with chemical features, take +1 **effect** level to your roll (a 1-3 becomes a 4/5, etc). You begin with one special design already known.
- Physician:** You can **Engineer** bones, blood, and bodily tissues to treat wounds, perform surgery, or stabilize the dying. You may **Study** an ailment or corpse. Everyone in your crew (including you) gets +1d to their **healing** treatment rolls.
- Veteran:** Select a special ability from another source.

HANDY FRIENDS

- Chopper, a gearhead
- Bricks, a chemist
- Twitch, a spacecase
- Drano, a data trader
- Memphis, a street doc

ITEMS

- A configured drone
- A personal vehicle
- Utility harness (3 uses)
- Fine electrical tools
- Medical supplies (3 uses)

Load 3 light 5 normal 6 heavy

KARMA

- ◆ *Everytime you roll a desperate action, mark karma in that action's attribute.*
- At the end of each session, for each item below, mark 1 karma (in your playbook or an attribute) or 2 karma if that item occurred multiple times.
- ◆ *You addressed a challenge with technical skill or control.*
- ◆ *You expressed your beliefs, drives, heritage, or background.*
- ◆ *You struggled with issues from dystopia, your vice, or trauma during the session.*

TEAMWORK

- Assist** a teammate
- Lead a group action**
- Protect** a teammate
- Set up** a teammate

PLANNING & LOAD

- Choose a *plan*, provide the *detail*. Choose your load limit for the run.
- | | |
|---------------------------------|-----------------------------|
| Assault: Point of attack | Social: Connection |
| Deception: Method | Stealth: Entry point |
| Supernatural: Power | Transport: Route |

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NUYEN

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ENGINEER
INTERFACE
STALK
SURVEY

BODY

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CREEP
FIGHT
FINESSE
SCRAMBLE

WILLPOWER

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CONSORT
DEMAND
HUSTLE
STUDY

BONUS DIE

+ PUSH YOURSELF
(mark 2 edge) **OR** accept a **DRAGON'S DEAL**

- A comm
- A pistol
- A quiet weapon
- A medieval weapon
- A large weapon
- An unusual weapon
- Burglary gear
- Climbing gear
- Demolition tools
- Documents
- Lighting gear
- Mechanic tools
- Reagents
- Subterfuge supplies
- Technical tools
- Ammo
- Armor
- +Heavy

GATHER INFORMATION

- ◆ *What do they intend to do?*
- ◆ *How can I get them to [X]?*
- ◆ *Are they telling the truth?*
- ◆ *What can I engineer here?*
- ◆ *What might happen if I [X]?*
- ◆ *How can I find [X]?*
- ◆ *What's really going on here?*

RUNNERS IN THE SHADOWS

CREW

ALIAS(ES) _____ GIVEN NAME _____

IDN? SOURCE _____ LOOK _____

HERITAGE: _____ AFRICA - ASIA - AMERICAS - EUROPE - OCEANIA - OTHER

BACKGROUND: _____ ACADEMIC - CORPORATE - LABOR - LAW - MEDIA - MILITARY - TRADE - UNDERWORLD

VICE/SOURCE: _____ DEVIANT - FAITH - GAMBLING - LUXURY - OBLIGATION - PLEASURE - STUPOR

EDGE **TRAUMA**
 COLD - HAUNTED - OBSESSED - PARANOID
 RECKLESS - SOFT - UNSTABLE - VICIOUS

HARM **HEALING PROJECT CLOCK**

	NEED HELP
	-1D
	LESS EFFECT

ARMOR USES
ARMOR
HEAVY
SPECIAL

NOTES

EMERGENT METHODS

Dissonant
 Resonant
 Convergent
 Denial

EMERGENT DRAWBACKS

Anomalous
 Obsolete
 Rigorous
 Tracked

◆ **Emergent:** Choose an emergent method and a number of drawbacks as directed by your choice. You may roll to resist emergent consequences with Willpower. You may choose to roll the Attune action. When you roll a desperate Attune action, mark 1 karma on the Willpower track. You may take additional action dots in the Attune action as a Willpower advance. When there is a question whether you are online or not, the answer is yes (you can mark **1 edge** to ignore this for a time). You can never become Awakened or a Practitioner of the Way.

PLAYERS BEST PRACTICES

EMBRACE THE RUNNER'S LIFE	ACT NOW, PLAN LATER	TAKE RESPONSIBILITY
DON'T BE A TROG	USE YOUR EDGE	DO WHAT SOUNDS FUN

TECHNOMANCER AN EMERGENT PRACTITIONER



SECRET ARTS OF TECHNOMANCY

- **Compiler:** You can **Attune** with cyberspace to force a nearby emergent entity to appear before you and obey an order you give it. You are never jacked by an emergent entity that you summon or attempt to compile (though your allies may be).
- **Editor:** You may expend your **special armor** to resist an emergent consequence, or to **push yourself** to contend with or employ emergent power.
- **Emergent Mind:** You're always aware of emergent phenomena in your presence. Take +1d whenever you **gather info** about the emergent by any means.
- **Dead Zone:** Your consciousness disrupts signals nearby. Mark **1 edge** to do one of the following: *turn it off for awhile—devices are orphaned instead—your team's signals cannot be intercepted.*
- **Threader:** You know the secret methods to activate metaplanar energies to cast emergent spells (threads). You can **Study** an emergent algorithm to summon an emergent effect. You begin with two threads already learned.
- **Instancer:** You know the secret methods to **invent** and **craft** a creation with emergent features. You can **Study** a design (or create a new one) to produce an emergent focus or widget. You begin with one special design already known.
- **Emergent Occultist:** You know the secret ways to **Consort** with artificial intelligence, paragon sprites, or gremlins. Once you've consorted with one, you get +1d to **Demand** cultists who worship it.
- **Emergent Proxy:** You may proxy your consciousness into the emergent realms to go online as if you are somewhere else across the district. Mark **2 edge** when you project, plus **1 edge** for each extra feature: *further away (across the city, across the region, etc)—your living persona is visible as if originating there—it lasts longer (a few minutes, an hour, etc.).*
- **Veteran:** Select a special ability from another source.

EMERGENT FRIENDS **ITEMS** Load 3 light 5 normal 6 heavy

△▽ Layne, a free sprite	<input type="checkbox"/> Fine filtering focus
△▽ Links, a machinist	<input type="checkbox"/> Fine fake cyberdeck
△▽ Traveller, an artificial intelligence	<input type="checkbox"/> Emergent reagents
△▽ Phreak, a techno-cultist	<input type="checkbox"/> A <i>technocritter</i>
△▽ Ultra, an iconographer	<input type="checkbox"/> Fine threading focus

KARMA

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- ◆ *You addressed a challenge with knowledge or emergent power.*
- ◆ *You expressed your beliefs, drives, heritage, or background.*
- ◆ *You struggled with issues from dystopia, your vice, or trauma during the session.*

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PLANNING & LOAD

Choose a *plan*, provide the *detail*. Choose your load limit for the run.

Assault: Point of attack	Social: Connection
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Supernatural: Power	Transport: Route

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STANDARD ITEMS

A Comm: An advanced computing device with communication software, a touchscreen, and a multi-band transceiver suitable for hosting networks and accessing cyberspace. [] *Your first comm is zero LOAD, but each additional comm you carry as a backup takes up 1 LOAD.*

A Pistol: A heavy pistol, semi-automatic, and loaded with a magazine containing enough ammunition for a quick murder or escape. Devastating at speaking distance, and quick to reload. [] *Something that a respectable cyberpunk citizen might carry.*

A Quiet Weapon: A lightweight weapon which makes little noise during use or while carried. A small set of throwing knives. A blowgun and darts. []

A Medieval Weapon: A handheld weapon designed for brutal melee. A set of brass knucks. A Haitian Slugger baseball bat. A serrated sawblade. []

A Large Weapon: A weapon meant for two hands. A battle axe, katana, warhammer, or polearm. A hunting rifle. A shotgun. A bow or crossbow. []

An Unusual Weapon: An Unusual Weapon: A curiosity or tool turned into a weapon. A coiled whip, a gardening shovel, a length of chain, a razor-edged fan, a commercial bug sprayer, steel-toed boots. []

Ammo: A bunch of extra ammunition. Extra sets of throwing knives, arrows, bullets. [*each*]

Armor: An armored jacket or reinforced leather duster plus protective gloves and boots. []

+Heavy: The addition of bulletproof vest, kevlar plating, and helmet. Or a riot shield. []. *The LOAD for heavy armor is in addition to normal armor—4 LOAD total. Makes you look dangerous and ready for trouble.*

Burglary Gear: An autopicker. A maglock sequencer. A programmable keycard. A suction-cup glass cutter. A small pry-bar. Vial of lubricant for squeaky hinges. []

Climbing Gear: Grappling hooks. Magnetic shoe pads. Suction cup gloves. Carbiners and crampons. [] *Secure rigging for assisted climbing maneuvers.*

Documents: Access to a database of short articles by reputable bloggers, including a registry of the corporate elite, infamous security personnel, and other notable citizens. A suite of dictation and word-processing software and a few sheets of blank digital paper. A number of interesting maps. []

Demolition Tools: Impact drill and power packs. A miniwelder and large fuel tank. Heavy-duty crowbar. Pneumatic bolt cutter. []

Lighting Gear: A string of work lights, kinetically-charging flashlight or lantern, adjustable headlamp, or other light source. []

Mechanical Tools: A set of heavy tools for working on machinery: gas-powered jack stands, heavy clamps, air compressor, large screwdrivers & wrenches, heavy nuts & bolts, etc. []

Reagents: Arcane or emergent reagents (choose one) that contain some concentrated essence. Rendered inert and dissipate upon consumption by a magician or technomancer. The limitations on their form depend on the type you choose. Further detail can be found in the Strange Forces chapter. []

Subterfuge Supplies: A theatrical makeup kit and costume jewelry. A vial of concentrated pheromones. A subvocal communicator and a janitor outfit. A database of blank license templates, ready for the forger's hand. A reversible trenchcoat and distinctive hat. A common skillchip. A tag eraser. []

Technical Tools: A basic set of tools for detailed mechanical or electrical work: soldering iron, spools of wire, small hammer, pliers, precision screwdrivers & wrenches, a small case containing assorted fasteners, etc. []

KINGSTON: VICE PURVEYORS

FAITH

- ◆ **Dog**, mentor spirit, Gutter Park, Southside Trench Town.
- ◆ **Mother Maya**, the Catholic Church, New Kingston.
- ◆ **Ixis**, the Arcology Projects, Northside Trench Town.
- ◆ **Anne Berlin**, Buddhislam Worship Center, Havendale.
- ◆ **Priestess Barbarosa**, Tinsen Pen Worship Center, Constant Spring.

GAMBLING

- ◆ **Spugface's dice game**, Trench Town alleys.
- ◆ **The Hammer**, Robbo's Cage, docks, Kingston Parish.
- ◆ **Ronnie**, Fantasy Towers casino, New Kingston.
- ◆ **Sea Bass**, drone racing, Portmore.
- ◆ **Madame Steinbergh**, Club Steinbergh, Downtown St. Andrews.
- ◆ **Krist**, the fight clubs, Kingston Parish.

LUXURY/PLEASURE

- ◆ **Ginger**, homeless girl and finder of rare things, Emancipation Park Garage fire escapes.
- ◆ **Kelly Harvey**, Santa Maria's, Havendale.
- ◆ **Remereau's Fine Winery**, Mona.
- ◆ **Nanowear**, fine fabrics and tailoring, St. Andrews up and down.
- ◆ **Joseph Rempel**, Glowdome amusement park, Downtown.
- ◆ **Chef Horace Rodriguez**, the Twisted Wood restaurant, Constant Spring.
- ◆ **Maestro Dexter**, St Andrews Pointe Theater, downtown St. Andrews Parish.
- ◆ **Ari**, Wunder Barber and Salon, Downtown St. Andrews.

OBLIGATION

- ◆ **Family members** (heritage) or **former connections** (background).
- ◆ **Jake Sutton**, a Loyalist, Sewerton.
- ◆ **Red XIII**, a secret society member.
- ◆ **Vigo**, enforcer for the Manning family, downtown St. Andrew Parish.

PLEASURE/STUPOR

- ◆ **Marcus Gritsky**, Marcus' Hovel, St. Andrews.
- ◆ **Nukem Soyfish**, the first of many.
- ◆ **Alabaster Maiden**, a nightclub named for Adamina Weiskechil, a mage whose burnt and petrified remains are on display there.
- ◆ **Noggin**, the Moshbar, Sewerton
- ◆ **Helene**, Fantasy Towers casino, Kingston Parish.
- ◆ **Juniper Sung**, the Sealed Cask, winery, Mona.
- ◆ **Derrick**, arms dealer, ruins at Harborview.
- ◆ **Slug & Dominique**, gossipers, Sewerton.
- ◆ **Mistress Minx**, The Purple Door, brothel, Kingston Parish.
- ◆ **Sweet Clouds smoke shop**, New Kingston.
- ◆ **CP-45B**, tourist information drone, the Hydro-ferry, Kingston Parish docks.
- ◆ **Max and Sherri**, the Sweet Hibiscus, Mona.

DEVIANT

- ◆ **The holographic barkeep** of a dive bar whose door can never be found in the same place twice. Strange passageways lead to stranger chambers beyond.
- ◆ **Father Cassius III**, Black Circle Church, Trench Town.
- ◆ **"Roz,"** a free spirit, which moves from body to body at their whim.
- ◆ **Sister Thorn**, wilderness expert, outside bus depots near the northern edges of Mona.
- ◆ **Otep**, a provider of surprisingly extreme BTL experiences. Her host, #Pandoras_Box is invite only.
- ◆ **Puck**, black market vendor, Rooftop Bar 405, Kingston Parish.
- ◆ **Winter**, cultist of a forgotten spirit, living deep in Sewerton and Trench Town's waterways.
- ◆ **Traveller**, a rampant AI with no purpose that once monitored the American grid.



When you lose essence, fill in the **Lost Essence** tracker above (details below).

LOCATION

SENSES.. Choose which set of organs (eyes/ears/olf.) and 2 features:

- dampening - widened - heightened - lifelike _____
- dampening - widened - heightened - lifelike _____
- dampening - widened - heightened - lifelike _____

NEURAL.. Choose 2 features:

- adrenaline - comm/deck - control rig* - metabooster - pain limiter
- personality matrix - pheromone secretor - reflexes* - skilljack - vocalflex

ARMS.. Choose which arm (left or right) and 2 features:

- stronger* - detachable - reach - lifelike - points [left]
- detachable - reach - lifelike [right]

VITAL ORGANS.. Choose 2 features:

- amphibious - biorepair - inhaled - injected - ingested

COMPARTMENTS.. Choose which hip (left or right):

- you can now carry +1 load [left]
- you can now carry +1 load [right]

LEGS.. Choose which leg (left or right) and 2 features:

- aquatic* - high jump* - swift* - detachable - lifelike [left]
- detachable - lifelike [right]

SKIN.. Choose 2 features:

- acidproof - bulletproof - chameleon*
- fireproof - grappleproof - lifelike plating

SKELETON.. Choose 1 feature:

- omnidirectional - reinforced

TYPE

- C** ○ ○ ○
- B** ⊙ ○ ○
- B** ⊙ ○ ○

- C** ○ ○ ○ ○
- B** ○ ○ ⊙ ○

- C** ○ ○ ○
- B** ○ ○ ○

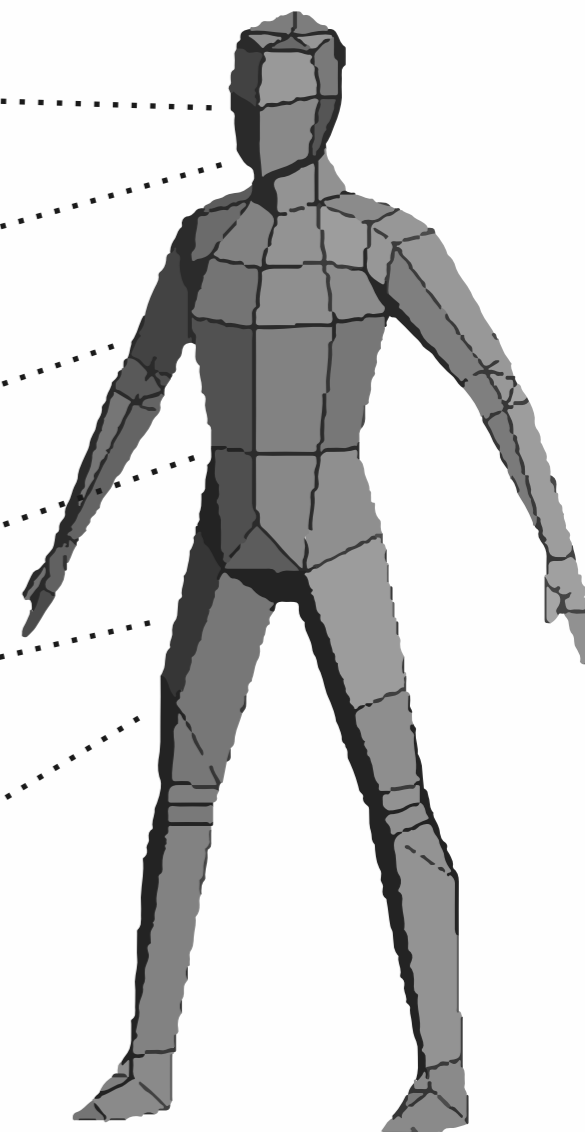
- C** ○ ○ ○ ○
- B** ○ ○ ⊙ ○

- C** ○ ○
- B** ⊙ ○

- C** ○ ○ ○
- B** ○ ○ ○

- C** ○ ○ ○ ○
- B** ○ ○ ○ ○

- C** ○ ○
- B** ⊙ ○



*: count as 2 features (fill two dots), either due to complexity or requiring a matched set.

When you get an implant, circle the letter for its **type** (C for cybernetic, or B for bioengineered), then circle its *features* as directed above, marking dots accordingly (starting on the top leftmost dot for the location's entry on this page).

Note: Bioengineered implants automatically have *lifelike* chosen already (if available).

The implants and features on the list are limited; any others are not. If you're unsure what is possible, talk to your fellow players about it. For descriptions of each implant and the specifications of each of the various features, see the Implants section on page 163.

When you mark the first concentric dot (circle inside a circle) for a given *cybernetic* implant, you lose **1 ESSENCE**. When you mark the second concentric dot for a given *bioengineered* implant, you lose **1 ESSENCE**.

When you fill the last dot for a given location, it can accommodate no more.

SYMPTOMS

ADD 1 PER ESSENCE LOST BEYOND THE 3RD

- ◆ **SERVICE REQUIRED:** You must spend a downtime activity undergoing maintenance [-1 EDGE if you don't].
- ◆ **TWITCHY:** Off-putting mannerisms and speech.
- ◆ **SIGNAL-RELIANT:** Incapacitated by EMPs and jamming devices. Mark **1 EDGE** to resist this.
- ◆ **CYBERPSYCHOSIS:** Paranoid delusions, and verbal interaction is extremely upsetting to you.
- ⊠ **ESSENCEDEATH:** Your essence is depleted, resulting in your death. You may become a cyberzombie.

CREW CREATION SUMMARY

1 Choose a crew type. The crew type determines the group's purpose, their special abilities, and how they advance. You begin at **Tier 0**, with **strong hold** and **0 REP**. You start with **2 NUYEN**.

2 Choose an initial reputation and safehouse. Choose how other underworld factions see you: *Ambitious—Brutal—Daring—Discreet—Professional—Savvy—Strange—Trustworthy*. Look at the map and pick a district in which to place your safehouse. Describe the safehouse site.

3 Choose fixer. Mark the one who is a partner in crime, close friend, or long-time ally—a fixer. Record the faction status changes related to your contact:

- ◆ One faction is also friendly with this contact. Take **+1 status** with them.
- ◆ One faction is unfriendly with this contact. Take **-1 status** with them.

At your option, this fixer has mutually chosen you and you mark them on your **REP** tracker and take +2 and -2 status, instead.

4 Establish your meeting grounds. Look at the map and pick a district into which to place your meeting grounds. Decide how you had your contact deal with the faction that claims the area.

- ◆ Give them **1 NUYEN**.
- ◆ Give them **2 NUYEN**: Take **+1 status** with them.
- ◆ Give them nothing. Take **-1 status** with them.

5 Choose a special ability. They're in the gray column in the middle of the crew sheet. If you can't decide, choose the first ability on the list. It's placed there as a good first option.

6 Assign crew upgrades. Your crew has two upgrades pre-selected. Choose two more. If your crew has a cohort, follow the procedure to create it. Record the faction status changes due to your upgrades:

- ◆ One faction helped you get an upgrade. Take **+1 status** with them. Or spend **1 NUYEN** for **+2 status** instead.
- ◆ One faction was harmed when you got an upgrade. Take **-2 status** with them. Or spend **1 NUYEN** for **-1 status** instead.

CREW UPGRADES

BASIC UPGRADES

◆ **Bolthole:** You have an effective location to lay low between operations. When you spend a downtime activity to reduce **HEAT**, you get **+1d** and can spend **NUYEN** or **REP** 1-for-1 to add to the final number of **HEAT** reduced by the result of your roll (this can reduce more than 5 **HEAT**).

◆ **Cohort:** A cohort is a team or a single expert NPC who works for your crew. For all the details on cohorts, see page 118.

◆ **MedSled:** Your crew has registration for MedSled services. Once per run, you may call on the services of an extraction team to transport injured crew members to a medical facility. This costs 2 upgrade boxes to unlock. For details on using MedSled during a run, see page 132.

◆ **Mastery:** Your crew has access to master level training. You may advance your PC action ratings to 4 in all actions (that fall under a single attribute of choice: Intuition, Body, or Willpower). This costs 2 upgrade boxes to unlock. You may take this upgrade a second time to apply it to all the actions (including the special ones).

◆ **TacNet:** You have an array of communications and surveillance technology, and shielded from counter-surveillance. Further, any crew members in the same district may use this to perform teamwork maneuvers, regardless of the distance separating them.

◆ **Training:** If you have a Training upgrade, you earn 2 karma (instead of 1) when you train a given karma track during downtime (Intuition, Body, Willpower, or Playbook karma). This upgrade essentially helps you advance more quickly. See Advancement for details.

◆ **Quality:** Each upgrade improves the quality rating of all the PCs' items of that type, beyond the quality established by the crew's Tier and fine items. You can improve the quality of **Comms**, **Documents**, **Gear** (covers Burglary Gear, Climbing Gear, and Lighting Gear), **Supplies**, **Tools** (covers Demolitions Tools, Technical Tools, and Mechanical Tools), and **Weapons**.

So, if you are Tier 0, with a cyberdeck, the DECKER special ability (+1), and the Quality upgrade for comms (+1), you could contend equally with a Tier II network.

SITE UPGRADES

When you take a site upgrade, you must select one of your sites as its location (your safehouse is one, and each can accommodate 4 upgrades before you need another).

- ◆ **Boathouse**
- ◆ **Cleanroom**
- ◆ **Cryptovault**
- ◆ **Garage**
- ◆ **Lodge**
- ◆ **Quarters**
- ◆ **Secure**
- ◆ **Workshop**
- ◆ **Workstation**

ADVANCED UPGRADES

Each advanced upgrade has special requirements.

- ◆ **Another Site**
- ◆ **Headquarters**
- ◆ **Landing Pad**
- ◆ **Expansion**

RUNNERS IN THE SHADOWS CREW SHEET

CULT

ACOLYTES OF A FORBIDDEN TRADITION



COHORT EXPERT TEAM

WEAK IMPAIRED BROKEN ARMOR

Weirdos

COHORT EXPERT TEAM

WEAK IMPAIRED BROKEN ARMOR

COHORT EXPERT TEAM

WEAK IMPAIRED BROKEN ARMOR

COHORT EXPERT TEAM

WEAK IMPAIRED BROKEN ARMOR

SPECIAL ABILITIES

- Strange Devotion:** Each PC may add +1 action rating to **Assense**, **Attune**, or **Study** (up to a max rating of 3).
- Imbued:** You get +1d to **resistance** rolls against supernatural threats. You get +1d to **healing** rolls when you have supernatural **harm**.
- Shared Telepathy:** You may use **teamwork** with any cult member, regardless of the distance separating you. By marking **1 edge**, your telepathic message is heard and understood by everyone in the cult.
- Zealotry:** Your **cohorts** have abandoned their reason in service to the cult. They will undertake any service, no matter how dangerous or strange. They gain +1 **quality** against enemies of the tradition.
- Traditional:** Each PC gains an additional vice: *Traditional ceremonies*. When you indulge this vice and bring a pleasing offering, you don't **overindulge** if you clear excess edge. In addition, your ceremonial buff will **assist** any one action roll you make—from now until you indulge this vice again.
- Empowered by Blood:** Each person sacrificed yields -2 **edge** cost for any spell or ritual you perform.
- Aberrant Horrors:** Due to your dabbling, aberrant spirits and other horrors sometimes manifest in the physical world in support of your cult. This can be a great boon, but the priorities and values of such things are not those of mortals. You have been warned.
- Veteran:** Select a special ability from another crew.

CREW KARMA

At the end of each session, for each item below, mark 1 karma (or instead mark 2 karma if that item occurred multiple times).

- ◆ *Advance the agenda of your tradition or embody its precepts in action.*
- ◆ *Contend with challenges above your current station.*
- ◆ *Bolster your crew's reputation or develop a new one.*
- ◆ *Express the goals, drives, inner conflict, or essential nature of the crew.*

CONTACTS

- Thames, a philosopher
- Judas, an occultist
- Dawkins, an historian
- Moira, a talislegger
- K. Rothchild, a noble
- Graves, an astronomer

CREW UPGRADES

- Elite Weirdos
- Elite Thugs
- Ritual Chamber (shared supernatural workspace)
- Cult Rigging (2 free load of documents or reagents)

SOURCES OF POWER (acquisitions—augury—cleansing—sacrifice)

- | | |
|--|--------------------------------------|
| <input type="checkbox"/> Bolthole | <input type="checkbox"/> Boathouse |
| <input type="checkbox"/> DocWagon | <input type="checkbox"/> Cleanroom |
| <input type="checkbox"/> Cryptovault | <input type="checkbox"/> Garage |
| <input type="checkbox"/> TacNet | <input type="checkbox"/> Lodge |
| | <input type="checkbox"/> Quarters |
| | <input type="checkbox"/> Secure |
| | <input type="checkbox"/> Workshop |
| | <input type="checkbox"/> Workstation |
| QUALITY | |
| <input type="checkbox"/> Comms | |
| <input type="checkbox"/> Documents | |
| <input type="checkbox"/> Gear | |
| <input type="checkbox"/> Supplies | |
| <input type="checkbox"/> Tools | |
| <input type="checkbox"/> Weapons | |
| OTHER | |
| UPGRADE COSTS | |
| New Cohort: 2 | |
| Add Type: 2 | |
| Another Site: 1 | |
| Headquarters: 2 | |
| Landing Pad: 1 or 2 | |
| Expansion: 4 | |
| TRAINING | |
| <input type="checkbox"/> Intuition | |
| <input checked="" type="checkbox"/> Body | |
| <input type="checkbox"/> Willpower | |
| <input type="checkbox"/> Playbook | |
| <input type="checkbox"/> Mastery | <input type="checkbox"/> |

NAME REPUTATION

SAFEHOUSE

CHOOSE 2 FEATURES

ANCIENT—CRYPTIC—DOOMSDAY—ENLIGHTENING
INSECT—MADDENING—PERSONALITY—TOXIC

TRADITION ARCANES

EMERGENT

REP FIXERS HOLD WEAK STRONG TIER

Grid of boxes for Reputation, Fixers, Hold, Weak, Strong, and Tier.

ACADEMY +1 scale for your Specialist cohorts	VICE DEN (Tier roll) - Heat = nuyen in downtime	TALISLEGGERS UNION +2 nuyen for acquisition and cleansing runs	ASPECTED AREA -1 edge cost for all secret arts	ESSENCE WELL +1d to Consort w/ supernatural entities on site
FIXER	FIXER	SAFE HOUSE	FIXER	FIXER
LEY LINE +1d to Attune or Assense on site	PRIVATE PILOT Safe passage in Caribbean territories	PLANAR ALTAR +1d to Demand and Hustle on site	FONT OF HEALING +1d to healing rolls	AURA OF POWER +1d to engagement roll for supernatural plans

HEAT WANTED LEVEL NUYEN CRYPTOVAULT

Grids for Heat, Wanted Level, Nuyen, and Cryptovault.

Upon crew advance, each PC gets +1 stash (+2 per Tier)

Horizontal lines for additional notes or information.

RUNNERS IN THE SHADOWS CREW SHEET

MERCENARIES

ENFORCERS & SOLDIERS



COHORT EXPERT TEAM

WEAK IMPAIRED BROKEN ARMOR

Thugs

COHORT EXPERT TEAM

WEAK IMPAIRED BROKEN ARMOR

COHORT EXPERT TEAM

WEAK IMPAIRED BROKEN ARMOR

COHORT EXPERT TEAM

WEAK IMPAIRED BROKEN ARMOR

SPECIAL ABILITIES

Dangerous: Each PC may add +1 action rating to **Fight**, **Stalk**, or **Scramble** (up to a max rating of 3).

Blood Brothers: When you fight alongside your **cohorts** in combat, they get +1d for **teamwork** rolls (assist, setup and **group actions**). All of your **cohorts** get the Thugs type for free (if they're already Thugs, add another type).

Door Kickers: When you execute an assault plan, take +1d to the **engagement** roll.

Feared: Fear is as good as backing. You may count each wanted level as if it was fixers.

Forged in the Fire: Each PC has been toughened by cruel experience. You get +1d to **resistance** rolls.

Poise Under Pressure: When you're marked (-3 faction status), PCs don't lose hold and still get two downtime actions, instead of just one.

Patron: When you advance your Tier, it costs half the nuyen it normally would. *Who is your patron? Why do they help you?*

Veteran: Select a special ability from another crew.

CREW KARMA

At the end of each session, for each item below, mark 1 karma (or instead mark 2 karma if that item occurred multiple times).

- ◆ *Execute a successful battle, extortion, sabotage, or smash & grab operation.*
- ◆ *Contend with challenges above your current station.*
- ◆ *Bolster your crew's reputation or develop a new one.*
- ◆ *Express the goals, drives, inner conflict, or essential nature of the crew.*

CONTACTS

- ▷ Tooth, a street fighter
- ▷ McBride, a security officer
- ▷ Roland, an gunsmith
- ▷ Bridgeport, a street doc
- ▷ Finch, a gang boss
- ▷ Tipp, a bar owner

CREW UPGRADES

- Elite Thugs
- Elite Transporters
- Hardened (+1 Tier while detained)
- Mercenary Rigging (2 free load of weapons or armor)

MEETING GROUNDS (battle—extortion—sabotage—smash & grab)

- SITE**
- Bolthole
 - Boathouse
 - DocWagon
 - Cleanroom
 - Cryptovault
 - Garage
 - TacNet
 - Lodge
 - Quarters
 - Secure
 - Workshop
 - Workstation

- QUALITY**
- Comms
 - Documents
 - Gear
 - Supplies
 - Tools
 - Weapons

- OTHER**
- UPGRADE COSTS
- New Cohort: 2
 - Add Type: 2
 - Another Site: 1
 - Headquarters: 2
 - Landing Pad: 1 or 2
 - Expansion: 4
- TRAINING**
- Intuition
 - Body
 - Willpower
 - Playbook
 - Mastery

NAME REPUTATION

SAFEHOUSE

REP FIXERS HOLD WEAK STRONG TIER

<input type="checkbox"/> FIGHT CLUB +1 scale for your Thug cohorts	<input type="checkbox"/> FIXER	<input type="checkbox"/> TERRORIZED CITIZENS +2 nuyen for battle or extortion	<input type="checkbox"/> INFORMANTS +1d gather info for runs	<input type="checkbox"/> PROTECTION RACKET (Tier roll) - Heat = nuyen in downtime
<input type="checkbox"/> GAMBLING RING (Tier roll) - Heat = nuyen in downtime	<input type="checkbox"/> FIXER	<input checked="" type="checkbox"/> SAFE HOUSE	<input type="checkbox"/> FIXER	<input type="checkbox"/> FIXER
<input type="checkbox"/> INFIRMARY +1d to healing rolls	<input type="checkbox"/> ENFORCEMENT INTIMIDATION -2 heat per run	<input type="checkbox"/> STREET FENCE +2 nuyen for lower-class targets	<input type="checkbox"/> WAREHOUSES Stockpiles give you +1d to acquire assets	<input type="checkbox"/> CRIMINAL RESPECT +1d engagement for assault plans

HEAT WANTED LEVEL NYUEN CRYPTOVAULT

Upon crew advance, each PC gets +1 stash (+2 per Tier)

RUNNERS IN THE SHADOWS CREW SHEET

BLANK

A BLANK CREWBOOK

COHORT

EXPERT
TEAM

WEAK IMPAIRED BROKEN ARMOR

COHORT

EXPERT
TEAM

WEAK IMPAIRED BROKEN ARMOR

COHORT

EXPERT
TEAM

WEAK IMPAIRED BROKEN ARMOR

COHORT

EXPERT
TEAM

WEAK IMPAIRED BROKEN ARMOR



SPECIAL ABILITIES

Patron: When you advance your Tier, it costs half the nuyen it normally would. *Who is your patron? Why do they help you?*

Veteran: Select a special ability from another crew.

CREW KARMA

At the end of each session, for each item below, mark 1 karma (or instead mark 2 karma if that item occurred multiple times).

- ◆ Execute a successful _____ operation.
- ◆ Contend with challenges above your current station.
- ◆ Bolster your crew's reputation or develop a new one.
- ◆ Express the goals, drives, inner conflict, or essential nature of the crew.

CONTACTS

CREW UPGRADES

MEETING GROUNDS (_____)

NAME _____ REPUTATION _____

SAFEHOUSE

REP		FIXERS		HOLD	WEAK	STRONG	TIER	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	SAFE HOUSE	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

HEAT	WANTED LEVEL	NUYEN	CRYPTOVAULT
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Upon crew advance, each PC gets +1 stash (+2 per Tier)

- SITE**
- | | |
|--------------------------------------|--------------------------------------|
| <input type="checkbox"/> Bolthole | <input type="checkbox"/> Boathouse |
| <input type="checkbox"/> DocWagon | <input type="checkbox"/> Cleanroom |
| <input type="checkbox"/> Cryptovault | <input type="checkbox"/> Garage |
| <input type="checkbox"/> TacNet | <input type="checkbox"/> Lodge |
| | <input type="checkbox"/> Quarters |
| | <input type="checkbox"/> Secure |
| <input type="checkbox"/> Comms | <input type="checkbox"/> Workshop |
| <input type="checkbox"/> Documents | <input type="checkbox"/> Workstation |
| <input type="checkbox"/> Gear | |
| <input type="checkbox"/> Supplies | |
| <input type="checkbox"/> Tools | |
| <input type="checkbox"/> Weapons | |

- OTHER**
- UPGRADE COSTS
- New Cohort: 2
Add Type: 2
Another Site: 1
Headquarters: 2
Landing Pad: 1 or 2
Expansion: 4
- TRAINING**
- | | |
|------------------------------------|--------------------------|
| <input type="checkbox"/> Intuition | <input type="checkbox"/> |
| <input type="checkbox"/> Body | <input type="checkbox"/> |
| <input type="checkbox"/> Willpower | <input type="checkbox"/> |
| <input type="checkbox"/> Playbook | <input type="checkbox"/> |
| <input type="checkbox"/> Mastery | <input type="checkbox"/> |

THE REST OF THE WORLD

AFRICA

A huge continent dominated by war profiteers and industry supergiants. Civilized areas distant from one another. The people are generally poorer than most, even though many materials are still sourced regularly from the land. African dragons are distinguished by their horns and fur.

ASIA

A continent characterized by old cultures and technological superiority. Occasionally, a magician will take control of a sprawl using spiritual power, but for the most part it is nuyen that rules supreme. Major powers here include China, Japan, and India. Eastern dragons are distinguished by their feathers and elongated body.

EUROPE

A war-torn continent brimming with a deep history of strife. The political discontent is evident here, as most citizens born here in the last thirty years were either inducted into prison states or saw their governments overthrown by anarchy. Europe is home to a variety of policlubs and other organizations devoted to the Restoration of Europe. European dragons are distinguished by their heavier appearance and two leathery wings.

NORTH AMERICA

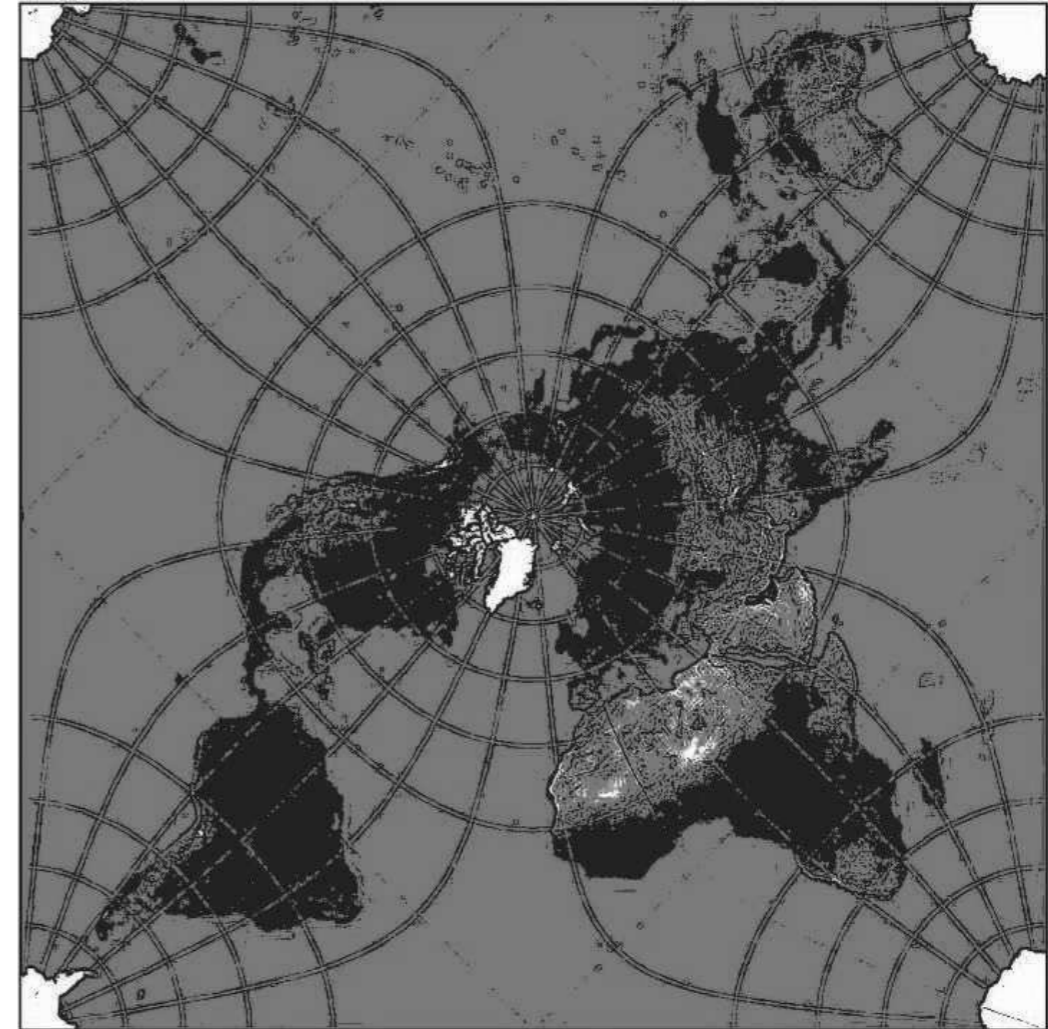
A popular destination for Europeans and Asians seeking a better life. Rarely do they find it. The major powers here are the American Remnant, Canada, and northern Mexico. North American dragons are much like European dragons.

OCEANIA

Includes Australia, a continent disconnected from all the others by thousands of miles of ocean. The ancestry there includes a variety of shamanic tribes and occult practices, and its people are particularly friendly to those of troubled background. Oceanic dragons are typically distinguished by their aquatic features (such as fins, gills, tentacles, spines, etc.).

SOUTH & CENTRAL AMERICA

A continent whose commerce is either annexed into the growing Mexican empire or is targeted for acquisition. South American dragons are distinguished by an odd mix of feathers and scales, and elongated bodies with wings and horns.



A NOTE ABOUT THE WORLD

The world is bizarre to some, a “kitchen sink” setting full of bewildering creatures and entities. However, it’s still meant to approximate some version of Earth—so while there is supernatural power and strange quantum technology, it’s all laid on top of a believable world founded upon reality and verisimilitude.

The world is also based upon our own Earth to give it impact and relevance. This can take very different forms depending on your unique interpretation of the writings you possess. Talk to your group about the presence of any fiction based on the real-world. *What is too familiar about this alternate-Earth? What commonplace supernatural events would we find strange and surprising to see?*

While there are dragons lurking in the boardrooms, in the skies, and under the water—they’ve pretty much already won. The rest of us are cogs in a system designed to provide the scraps from the boardroom table of the Man. *How does the world present a myriad of hidden threats and plots? Why are the average citizens powerless or unwilling to fight back?*

KINGSTON 20xx DISTRICT MAP



ACTION ROLL

1d for each **ACTION** rating dot.

+1d if you have **ASSISTANCE**.

+1d if you **PUSH YOURSELF** -OR- you accept a **DRAGON'S DEAL**.

CONTROLLED

You act on your terms. You exploit a dominant advantage.

CRITICAL: You do it with **increased effect**.

6: You do it.

4/5: You hesitate. Withdraw and try a different approach, or else do it with a minor consequence: a minor **complication** occurs, you have **reduced effect**, you suffer **lesser harm**, you end up in a **risky** position.

1-3: You falter. Press on by seizing a **risky** opportunity, or withdraw and try a different approach.

RISKY

You go head to head. You act under fire. You take a chance.

CRITICAL: You do it with **increased effect**.

6: You do it.

4/5: You do it, but there's a consequence: you suffer **harm**, a **complication** occurs, you have **reduced effect**, you end up in a **desperate** position.

1-3: Things go badly. You suffer **harm**, a **complication** occurs, you end up in a **desperate** position, you **lose this opportunity**.

DESPERATE

You overreach your capabilities. You're in serious trouble.

CRITICAL: You do it with **increased effect**.

6: You do it.

4/5: You do it, but there's a consequence: you suffer **severe harm**, a **serious complication** occurs, you have **reduced effect**.

1-3: It's the worst outcome. You suffer **severe harm**, a **serious complication** occurs, you **lose this opportunity** for action.

Each time you roll a desperate action, mark a tick of **karma** for that attribute.

The GM sets the **consequences** according to the situation. You may suffer one, some, or all of the listed consequences. You may attempt to **avoid or reduce a consequence with a resistance roll**.

RESISTANCE ROLL

1d for each **ATTRIBUTE** dot.

You reduce or avoid the consequence and mark **6 EDGE** minus your highest die result. When you roll a critical on resistance, clear **1 edge**.

TEAMWORK

ASSIST

Mark 1 edge to give another player **+1d**. You might also suffer consequences from the roll. Only one person may assist a roll.

LEAD A GROUP

Lead a **group action**. Roll for each character who participates in the group action. The best single roll counts as the action result, which applies to every character that rolled.

PROTECT

Face danger for a teammate. Step in to suffer a consequence in their place. You may roll to resist as normal, if you wish.

SET UP

Set up another character with your action. If you achieve it, any team members who follow up get **+1 effect** or **improved position**.

ACTIONS

◆ **CONSORT** with connections from your heritage, background, friends, or rivals to gain access to resources, information, people, or places.

◆ **CREEP** about unseen or traverse carefully; quietly slip away or intrude; ambush with close violence—a backstab, throat cutting, kneecapping, etc.

◆ **DEMAND** obedience with your force of personality; intimidate or threaten; lead an action with one of the crew's cohorts or crews.

◆ **ENGINEER** mechanisms or electronics to create, modify, disable, or repair; program a drone, fit a vehicle for remote control, crack a safe; use the ubiquitous technology in the sprawl to your advantage.

◆ **FIGHT** with an opponent in close combat; assault or hold a position; brawl and wrestle; entangle in battle.

◆ **FINESSE** an item from someone's pocket; handle a vehicle or mount; employ footwork, feints, or sleight-of-hand.

◆ **HUSTLE** someone with charm, logic, deception, disguise, or bluff; change attitudes or behavior with manipulation or seduction.

◆ **INTERFACE** with cyberspace or harness networked devices; execute or direct the functions of software; understand information technology.

◆ **SCRAMBLE** around or traverse obstacles; climb, swim, run, jump, and tumble; snatch a bag, get into cover, beat someone in a race; create distractions and chaos or apply sudden force.

◆ **STALK** a target; gather information about location and movements; line up a precision shot (or throw) from a distance.

◆ **STUDY** a person, document, or item with close scrutiny to gather information and apply knowledge; gain a deeper understanding; do research.

◆ **SURVEY** a location or situation to understand what's going on; sense trouble before it happens; gather information about opportunities or exploits.

RULES REFERENCE 2

After the run, resolve Payoff, Heat, Entanglements, then Downtime—in that order

1. PAYOFF

The crew earns **2 REP** per run by default. If the target of the run is higher Tier, take **+1 REP per Tier higher**. If the target of the run is lower Tier, you get **-1 REP per Tier lower** (minimum zero). If the target is one of the Big Ten, also mark **+2 REP**. (If you keep the mission completely quiet you earn zero rep instead).

You also earn a **NUYEN** reward based on the nature of the operation (see list at right).

- ◆ **2 NUYEN:** Milk run; several full credsticks.
- ◆ **4 NUYEN:** Standard run; a datavault.
- ◆ **6 NUYEN:** Big run; decent loot.
- ◆ **8 NUYEN:** Major run; serious loot.
- ◆ **10+ NUYEN:** Insane run; impressive loot.

Subtract **NUYEN** equal to your Tier +1 if you owe a cut to a someone (like a contact, crime boss, or larger organization).

3. ENTANGLEMENTS

After the payoff, roll dice equal to your **WANTED LEVEL**, and read the result according to your **HEAT**.

HEAT 0-3		HEAT 4/5		HEAT 6+	
1-3	Crew Trouble or The Usual Suspects	1-3	Crew Trouble or Questioning	1-3	Flipped or Interrogation
4/5	Rivals or Awakened Badness	4/5	Reprisals or Awakened Badness	4/5	Draconic Notice or Show of Force
6	Called Favor	6	Show of Force	6	Detainment

Called Favor. Someone owed a cut or favor demands it be repaid. Repay them in full, or forfeit **REP** equal to your Tier. If you don't owe anyone, a +3 status faction asks you for a favor instead. Agree to do it or forfeit **1 REP** per Tier of the faction. If you don't owe any favors or have a +3 faction status, you avoid entanglement right now.

Crew Trouble. One of your cohort teams (or other cohorts) causes trouble due to their flaw(s). You can lose face (forfeit **REP** equal to your **TIER** +1), make an example of one of the crew members, or face reprisals from the wronged party.

Detainment. Authorities have been contracted against you. They send a detail to bring you in (a team at least equal in scale to your wanted level). Pay them off with **NUYEN** equal to your wanted level +3, hand someone over for detainment (this clears your **HEAT**), or try to evade capture.

Draconic Notice. A dragon approaches the crew with a dark offer. Accept their bargain, hide until it loses interest (forfeit **3 REP**), or deal with it another way.

Flipped. One of your contacts, patrons, clients, or a group of your customers to switch allegiances due to the **HEAT** on you. They're loyal to another faction now.

Interrogation. Authorities round up one of the PCs to question them about the crew's crimes. *How did they manage to corner you?* Either pay them off with **3 NUYEN**, or they beat you up (level 2 harm) and you tell them what they want to know (+3 **HEAT**). You can resist each of those consequences separately.

Questioning. Authorities grab an NPC member of your crew or one of the crew's contacts, to question them about your crimes. *Who do they think is most vulnerable?* Make a **fortune roll** to see how much they talk (1-3: +2 **HEAT**, 4/5: +1 **HEAT**), or pay the authorities off with **2 NUYEN**.

Reprisals. An enemy faction makes a move against you (or a friend, contact, or vice purveyor). Pay them (**1 REP** and **1 NUYEN**) per Tier of the enemy as an apology, allow them to mess with you or yours, or fight back and show them who's boss.

Rivals. A neutral faction throws their weight around. They threaten you, a friend, a contact, or one of your vice purveyors. Forfeit (**1 REP** or **1 NUYEN**) per Tier of the rival, or stand up to them and lose **1 STATUS** with them.

Show of Force. A faction with whom you have a negative status makes a play against your holdings. Give them **1 CLAIM** or become **marked** (drop to -3 status). If you have no claims, lose **1 hold** instead.

Supernatural Badness. An emergent or astral entity is drawn to you—perhaps it's a past victim, pixie, or a hungry technocritter? Acquire the services of a Magician, Technomancer, or another suitable expert to attempt to destroy or banish it, or deal with it yourself.

The Usual Suspects. Authorities grab someone in the periphery of your crew. One player volunteers a friend or vice purveyor as the person most likely to be taken. Make a fortune roll to find out if they resist questioning (1-3: +2 **HEAT**, 4/5: **level 2 harm**), or pay them off with **1 NUYEN**.

2. HEAT

After a run or conflict with an opponent, the crew takes **HEAT**. Add **+1 HEAT** for a high-profile or well-connected target. Add **+1 HEAT** for a hostile territory. Add **+1 HEAT** if you're marked by any number of factions. Add **+2 HEAT** if killing was involved.

- ◆ **0 HEAT:** Smooth & quiet; low exposure.
- ◆ **2 HEAT:** Contained; standard exposure.
- ◆ **4 HEAT:** Loud & chaotic; high exposure.
- ◆ **6 HEAT:** Wild; devastating exposure.

Plus any additional **HEAT** from complications or dragon's deals during the session.

4. DOWNTIME

When you're at liberty between runs and find some respite from peril, you may pursue two downtime activities from the list below. You also recover all of your armor uses. During downtime, you may perform additional activities from the list by spending **1 NUYEN** or **1 REP** for each.

For any downtime roll, add **+1d** to the roll if you get help from a **friend** or **contact**. After the roll, you may increase the result level by one for each **NUYEN** spent, by hiring assistance, paying a bribe, etc. (so, a **1-3** result becomes a **4/5**, **4/5** becomes **6**, and a **6** becomes a **CRITICAL**).

ACQUIRE ASSET

Acquire temporary use of an **asset**. Roll the crew's **TIER**. The result indicates the **quality** of the asset (**1-3:** Inferior (Tier -1), **4/5:** Standard (Tier), **6:** Fine (Tier +1), **CRIT:** Exceptional (Tier +2). *You may spend NUYEN to bump this result beyond exceptional, to reach higher quality Tiers, but it costs 2 NUYEN per level to do so.*

LONG TERM PROJECT

Work on a **Long Term Project**, if you have the means. Roll a trait and mark 1 segment on the project clock per level (**1-3:** one, **4/5:** two, **6:** three, **CRITICAL:** five).

RECOVER

Get **treatment** to clear level-1 harm, and tick your **healing clock** (like a long-term project). *When you fill the clock, each harm is reduced by one level. Special harm has special rules.*

REDUCE HEAT

Say how you reduce **Heat** on the crew and roll your **ACTION**. Reduce heat according to the result level (**1-3:** one, **4/5:** two, **6:** three, **CRIT:** five).

TRAIN

Mark **1 KARMA** for an attribute or your playbook (+1 **KARMA** if you have the appropriate crew training upgrade). *You can train a given karma track only once per downtime.*

INDULGE VICE

Visit a purveyor of your vice, and roll dice equal to your **lowest attribute**. If you clear more edge levels than you had marked, you **overindulge** (see below). *If you do not or cannot indulge your vice during downtime, you mark edge equal to your **TRAUMA**.*

OVERINDULGE.

You make a bad call because of your vice—in acquiring it or while under its influence. What did you do?

- ◆ **ATTRACT TROUBLE:** Select or roll an additional entanglement.
- ◆ **BRAG** about your exploits. **+2 HEAT**.
- ◆ **LOST:** Play a different character until this one returns from their bender.
- ◆ **TAPPED.** Your current purveyor cuts you off. Find a new source for your vice.

GM REFERENCE

GM GOALS

- ◆ Play to find out what happens.
- ◆ Convey the world honestly.
- ◆ Bring fantasy Kingston to life.

GM PRINCIPLES

Be a fan of the PCs.
 Let everything flow from the fiction.
 Address the characters.
 Address the players.
 Show, don't tell.
 Start with a dystopian canvas.
 Paint the world w/ a supernatural brush.
 Decorate it w/ chrome and neon.
 Consider the risk.
 Hold on loosely.
 But don't let go.

GM ACTIONS

When things are getting started:
 ◆ **What's your goal?**
 ◆ **What plan did you make?** (and what's the detail? Gather info to find one?)
 And when things are underway:
 ◆ **How do you do that?** (which action do you use?)
 ◆ **What's your goal?** (what's the effect?)

Cut to the action.
 Foreshadow the danger; follow through.
 Tell them the consequences and ask.
Offer a DRAGON'S DEAL.
 Make a progress clock or tick one.
 Ask the players.
 Actions ripple through the network.
 Think off-screen.
 What do you do?

LOOKS

Man, Woman, Ambiguous, Concealed.

Affable	Athletic	Plump
Brooding	Stout	Squat
Bright	Scarred	Weathered
Dark	Rough	Cold
Fair	Striking	Sad
Worn	Lovely	Stern
Lean	Handsome	Open
Wiry	Slim	Languid
Huge	Delicate	Calm
Chiseled	Bony	Fierce
Vintage Ball Cap	Lebret Piercing	Nanotattoos
Trenchcoat	Windbreaker Hoodie	Puffy Coat
Heavy Work Boots	Tall Boots	Visible Implants
Camouflage	Stylish Sneakers	Loose Silks
Pilot's Goggles	Waxed Shoes	Pressed Trousers
Pointy Stilettos	Tattered Jeans	Suspenders
Old Bomber Jacket	Suit & Vest	Gypsy Beads
Stolen Uniform	Suspenders	Skintight Leathers
Row of Ear Piercings	Designer Jacket	Spiked Choker

ALIASES: *Acidtrip, Arty, Alex, Bamboo, Barefoot, Black Betty, Betamax, Bricks, Bonnie, Boxer, Chuckles, Cid, Captain, Crank, Dirt, Ditch, Dozer, Dogboy, Dragon, Drake, Eagle, Evergreen, Echo, Eli, Frost, Finley, Flynn, Gatekeeper, GH.ost, Glimmer, Godmother, Gutter, Heisenberg, Hiro, Huck, Indigo, Jackal, Jeanie, Kid Ick, Killjoy, Kludge, Lugnut, Lazarus, Lightfoot, Lord, Lotus, Lucky, Max, Machete, Maggie, MinusOne, Morphie, Moto, Mouse, Myst, Moonchild, Nailbiter, Needlenose, Next, O'Conner, Ol' Greg, One Time, Orpheus, Overwatch, Pacman, Payback, p3ndr4g0n, Porkchop, Poolrat, Runaway, Quartz, Quentin, Razorfist, Red Hank, Ringo, Ripper, Rukkus, Sato, Sequoia, Sinker, Slaughter, Steady, Stutter, Tate, Terminal, Trickshot, Twink, Victory, Vixen, Volcano, Whiplash, Wheelie, Wizbang, Yummy, Zero, Zorro*

CITY DESCRIPTORS

rain-soaked, puddles, sewer steam, neon-lit, gusty, chrome, concrete, unfinished skyscrapers, plastic trees, pitch-black, bloodstained, grimy, gutters, dumpster, refuse, office park, bridges, sidewalks, crowded alleys, fire escapes, spherical street cams, dimly lit, patrolling drones, holographic dancers, brick walls, onslaught of logos, fiery smokestacks, fog-shrouded, damp, chill, mirrored glass, fluorescent, decorative LEDs, hidden vagrants, holographic billboards, e-cigarettes, sewer grates, speedboats, sludge, skycabs, traffic jams, blackout windows.

LOCATIONS

Sandema Arcology
 Fantasy Towers
 University of Kingston
 The Docks
 Pill Hill (Fairway Hill)
 Port Royal Airfield
 Bellview Parabiology Lab
 Marley Museum
 Mona Reservoir
 National Heroes Park
 Eastwood Mall
 Murrow Memorial Bridge
 Roy Anthony Bridge
 Chancery Street Bus Station
 Tower Street Station
 Kingston Central Hospital
 Emancipation Park Garage
 Cultureyard Science Museum
 The Garden Maze
 Brokeback Correctional

MEET LOCATIONS

Smoke & Lager
 Half Way Tree
 Big Tum
 Fontana Barbican (Jamaican)
 Santa Maria's (Mexican)
 Quickbite (Chinese)
 The Sky Lounge (Japanese)
 Cafe Bennett (Cuban)
 Moshbar (Sewertown)
 Eastwood Food Courts
 Private Havens Consulting
 The Alabaster Maiden
 Skull & Bones Swapyard
 Mama's Country Home
 Club Steinbergh
 Robbo's Cage
 Don Pablo's
 Sweet Clouds

FLASHBACK EDGE COSTS

0 EDGE for a normal action for which you had easy opportunity.
1 EDGE for a complex action or unlikely opportunity.
2+ EDGE for an elaborate action which involved several special opportunities or contingencies.

INTUITION	BODY	WILLPOWER
Engineer	Creep	Consort
Interface	Finesse	Demand
Stalk	Fight	Hustle
Survey	Scramble	Study

DISTRICTS (RICHEST TO POOREST)

V: New Kingston
 IV: Kingston Parish
 III: St Andrew Parish
 II: Trench Town
 I: Sewerton

Mona
 Constant Spring
 Havendale
 Harborview

CONSEQUENCES

Complication (Tick a clock, 1-3 segments. Or a new **obstacle** or **threat** appears.)

You have **reduced effect**.

You suffer **harm** (1-3).

You **lose your opportunity**.

You end up in a **worse position**.

EFFECT

How does the effect manifest?
 If there's a clock for your obstacle, tick segments equal to the effect level.

- LIMITED:** How is the effect diminished? What significant obstacle remains?
- STANDARD:** How does the expected effect manifest? What's left to do, if anything?
- GREAT:** How is the effect increased? What extra benefit manifests?

EFFECT FACTORS

-	QUALITY / TIER	+
-	SCALE	+
-	POTENCY	+

FORTUNE ROLL

1d for each **TRAIT** rating.

+1d for a **MAJOR ADVANTAGE**.

-1d for a **MAJOR DRAWBACK**.

CRITICAL: Exceptional outcome / Great effect.

6: Good outcome / Standard effect.

4/5: Mixed outcome / Limited effect.

1-3: Bad outcome / Poor effect.

CyberSec Global (VI): It is said that corporate spies actually control the board room here. Some of those who answer for CSG's actions are not even physical; simply AI. A violent, cruel, and greedy organization with expansive power over the flow of data. They primarily serve the interests of the Big Ten and prevent cyberspace and the stock markets from crashing again.

Mexitech Logistics (V): One of the most powerful megas, based out of Mexico City. Has numerous military contracts, manufacturing & raw materials sites, as well as leading consumer space program.

Brokeback Corrections (IV): Private corrections facility said to be inescapable. Many ex-runners spend the bulk of their lives with burnt IDNs in here. Several criminal operations are run by convicts from within its walls.

People's Party (V): The most powerful local gang in all of Kingston, well-known for its masterful poisoning of its rivals and their families—reducing the Labor Party to fringe status in the 2050s.

Cuban Mafia (IV): The upper rungs of the Cuban mafia, who is constantly in flight aboard a protected private jet that flies about the world as El Jefe pleases. As powerful as a megacorp, the structure of the organization gives them extensive and significant presence in every major city in the Americas, most European cities, and even in Asia.

Atari-Tendo (V): A huge mega, based out of the Eastern Asian Union with multiple city states on the island chain of Japan. Specializes in entertainment, food, and fitness technology. Rumored to have mined out their quarries on the island and are moving into trideo-themed resorts and cryogenics.

Mona (IV): Swanky, mountainside homes on narrow precipices, mirrorpane windows. A multitude of tiny designer parks and fancy restaurants & thin mirrored skyscrapers.

New Kingston (IV): Commercial district and dense residential arcologies. Most areas here are indoors, even the parks.

Kingston Parish (III): The location of the capital building, Banker's Strip, and the municipal complexes containing the likes of the CSG and OTF Field Offices, as well as the Police HQ.

Constant Spring (III): Ranches with towering vertical gardens, populated by hard-working upper working class.

Havendale (II): Suburban blacktop and arcologies, populated by the hard-working middle class suburbia.

Catholic Church (IV): The “state religion”, if there is such a thing. They honor the old ways, and abhor the corrupted spirit world.

Buddislam Nation (III): A bastardization of Islamic and Buddhist beliefs, full of violent extremists and genius cyberdocs. They take explosive approaches to breaking the megacorps' control over the illegal cyberware trade - suicide bombings, which their teachings claims will grant spiritual enlightenment.

Atlantean Foundation (III): An outfit looking for and into anything and everything that might be connected to the lost island of Atlantis. In the process they developed considerable relic-hunting and magic-researching capabilities. The former draconic president of Mexico City recognized this by dropping five billion spacebucks on the Atlanteans in his will.

Black Circle (III): A group of five siblings that lead a following of young cutthroats and bruisers they recruited and trained to use voodoo following the Street Raids. Rumored to have been the former leadership of the Illuminati, Knights Templar, and Freemasons. If you spot people in black robes casting weird mojo, take some notes, call the authorities, and get the hell out of there.

Mirror's Edge (III): An underground cyberspace community consisting of an array of exceptional shadow minds gathered by Mirror to be a filter. Mirror, perhaps the best hacker the world has ever seen, had to step down from the network recently, but the group is still going strong.

Lord Vladimir (III): An ancient noble from Latvia, said to be immortal. Possibly infected. Controls a number of clearing houses and banks for his extensive worldwide investment portfolio.

St Andrew Parish (II): Location of posh areas like Russell Heights (Uptown) as well as rougher neighborhoods that are a hotbed for petty theft and gang shootings; home to the Half Way Tree restaurant, a no-fire zone in the central commercial park, good for runners to meet up and make connections.

Portmore (II): The emancipated zone to the southwest of Kingston proper, mostly lawless but known to be a haven for those in hiding or looking to get out of town for awhile without leaving the island.

Trench Town (I): A highly populated residential area littered with broken streets, ramshackle apartments, dilapidated homes, atop decaying infrastructure. Made famous by Bob Marley. There is known to be an entrance to Sewerton in this area, though no one likes to talk about what's down there.

British Consulate (III): A small representation of British nobility; they will kill anyone, even their own kind, for trying to move in on their monopoly over magical trade, or what's left of its after the trade war they lost.

Alamo Security (III): an independent security subcontractor that boasts about its tradition of no-holds-barred Texas justice and brutality. Well-known for its persistent personnel. They have teams of bounty hunters and private investigators with southern drawls.

Legionnaires (II): The hired security officers, outsourced from various surrounding nations in the Caribbean League, often overworked and not paid enough to turn down a solid bribe.

Manning Family (II): Ruthless mobsters, notorious for murdering any who challenge them in broad daylight. No one would sign a witness statement against them. One of the mafia presences which answers to El Jefe in Cuba. Their control over the Downtown district is in question in the wake of Lefty's death, which shattered the alliance between the Talons and Mountain Bats they had brokered before being killed.

Talons (II): Legitimate sailors turned arms dealers to survive the poverty inflicted by automation of their profession.

Mountain Rats (II): The remnants of the Rat Bats, disorganized in the 2020s, but reformed in the '30s following an alliance with another gang leader and their dwindling numbers. They claim to have survived the Street Raids of 2028 by hiding in the mountains north of Kingston.

Citizens on Patrol: Civilian investigators that report to security firms. They have a reputation for ethics and integrity (no one likes them). They often present evidence which help put away runners.

The Rack (I): The network of sailors, boat builders, and deckhands in the city.

Harbor View (I): This area was once part of Kingston Parish—but is mostly deserted now, and condemned due to its proximity to Port Royal. The Harbor View Roundabout surrounds several hotels and an old commercial district. The abandoned airstrip, raceway, and yacht club in Port Royal are within view of the place, but locals know this is a horrid place: haunted as can be. Best not to go there without a shaman or a deathwish.

Sewerton (I): A vast and ancient underground network of sewer pipes and flooded passageways. Hidden throughout are said to be secret paths in and out of various parts of the city. but official reports say those are long since blocked off. There's at least one entrance there always open in lower Trench Town.

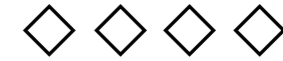
FACTIONS OF _____

CONTINENT: _____

HEAT



WANTED LEVEL



NAME

REPUTATION

SAFEHOUSE(S)

FIXERS

REP



FIXERS



HOLD

WEAK

STRONG

TIER



SHADOW GROUPS & GANGS

TIER

HOLD

STATUS

INSTITUTIONS AND POLITICAL LEAGUES

TIER

HOLD

STATUS

CITIZENRY

TIER

HOLD

STATUS

CORPORATIONS

TIER

HOLD

STATUS

CULTS AND CLIQUES

TIER

HOLD

STATUS

MARKED

When you're marked by any number of factions (status -3), the following penalties apply:

- * Lose **1 hold** (temporarily, while you continued to be marked). This may knock you down a **Tier**.
- * PCs get only one free **downtime** action instead of two.
- * Take **+1 heat** from each run.
- * Your claims which generate **nuyen** (vice dens, gambling rings, fences, etc) produce only half their normal income.

Tier and hold designations are specific to the sprawl in which you play; adjust if you are in another one for best results. Factions tend to stronger/higher tier on continents with headquarters - and weaker/lower tier where they lack one.

RUNNERS IN THE SHADOWS

RUN TRACKER

SHEET NUMBER ___

RUN TYPE

TARGET

LOCATION **CALENDAR WEEK**

PAYOFF: NUYEN / REP **HEAT**

ENTANGLEMENTS, FACTION STATUS CHANGES

RUN TYPE

TARGET

LOCATION **CALENDAR WEEK**

PAYOFF: NUYEN / REP **HEAT**

ENTANGLEMENTS, FACTION STATUS CHANGES

RUN TYPE

TARGET

LOCATION **CALENDAR WEEK**

PAYOFF: NUYEN / REP **HEAT**

ENTANGLEMENTS, FACTION STATUS CHANGES

NOTES, EVENTS, AND CLOCKS ADVANCED

NOTES, EVENTS, AND CLOCKS ADVANCED

NOTES, EVENTS, AND CLOCKS ADVANCED

SERIES TRACKER

The Year _____

JANUARY □ □ □ □	FEBRUARY □ □ □ □	MARCH □ □ □ □
APRIL □ □ □ □	MAY □ □ □ □	JUNE □ □ □ □
	SOL □ □ □ □	
JULY □ □ □ □	AUGUST □ □ □ □	SEPTEMBER □ □ □ □
OCTOBER □ □ □ □	NOVEMBER □ □ □ □	DECEMBER □ □ □ □

The Year _____

JANUARY □ □ □ □	FEBRUARY □ □ □ □	MARCH □ □ □ □
APRIL □ □ □ □	MAY □ □ □ □	JUNE □ □ □ □
	SOL □ □ □ □	
JULY □ □ □ □	AUGUST □ □ □ □	SEPTEMBER □ □ □ □
OCTOBER □ □ □ □	NOVEMBER □ □ □ □	DECEMBER □ □ □ □

IMPORTANT DATES, UPCOMING EVENTS, ETC.

IMPORTANT DATES, UPCOMING EVENTS, ETC.

The month of Sol was instituted following the Great Crashes, and marks the summer equinox. So, each year consists of 13 months, each 4 weeks long (exactly 28 days). The exception is Sol, which has a leap day or two inserted each year.

Each box on the tracker above represents one week of time in-fiction. Fill boxes accordingly with the date at the start of the campaign (ex: Valentine's Day, Feb 14th, fill in 6 boxes), then mark one box each **downtime phase** to track the passage of time during the campaign.

RUNNERS IN THE SHADOWS

CREW

ALIAS(ES) GIVEN NAME

IDN? SOURCE LOOK

HERITAGE: AFRICA - ASIA - AMERICAS - EUROPE - OCEANIA - OTHER

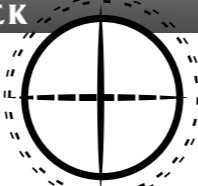
BACKGROUND: ACADEMIC - CORPORATE - LABOR - LAW - MEDIA - MILITARY - TRADE - UNDERWORLD

You have an intense **NEED**: living essence. To satisfy this need, possess a living victim, and consume their essence (this may be a **downtime action**). When you do so, clear half your **drain** (round down).

DRAIN **TORMENT** CHAOTIC - DESTRUCTIVE - FURIOUS
 OBSESSIVE - TERRITORIAL - SAVAGE

HARM **HEALING PROJECT CLOCK**

	NEED HELP
	-1D
	LESS EFFECT



ARMOR USES
 ARMOR
 HEAVY
 SPECIAL

NOTES

PLAYERS BEST PRACTICES

- EMBRACE THE RUNNER'S LIFE
- ACT NOW, PLAN LATER
- TAKE RESPONSIBILITY
- DON'T BE A TROG
- USE YOUR EDGE
- DO WHAT SOUNDS FUN

FREE SPIRIT

AN ECHO OF LIFE BETWEEN TWO WORLDS



FREE SPIRIT TRAITS

Spirit Form: When you become a free spirit, you get this trait for free. You now exist as a concentration of vaporous essence that resembles your living body and clothes. You may weakly interact with the physical world and vice versa. You're vulnerable to astral powers and electromagnetic effects. You move about by floating and may fly swiftly without tiring. You may slowly flow through small openings as a vapor. You chill the area around you and are terrifying for the living to behold. You are affected by banishing foci, and the **Conjure** secret art of a Magician (you may make a **resistance** roll to overcome their effect).

Dissipate: You can disperse the concentrated energy of your astral form in order to pass through solid objects for a moment. Mark **1 drain** when you dissipate, plus 1 drain for each feature: *It lasts longer (a minute—an hour—a day)—you also become invisible—anything that passes through your spirit form becomes engulfed by a sorcerous energy type you wield (fire, ice, lightning, or wind).*

Materialize: Mark 1 drain to solidify your vaporous essence for a few minutes or flow through the astral pathways to answer the summoning call of a Magician's Conjure (solidifying there if the conjurer demands it).

Specter: Mark 1 drain to strongly interact with the physical world for a few moments (as if you had a normal body). Extend the reach and magnitude of your interaction to include telekinetic or elemental force by marking more drain (2-6).

Chained: You are bound to a physical item that prevents your destruction. You can take 1 drain to strongly interact with it and those nearby it for a few hours (to move it, protect it, etc). If you suffer lethal **harm** while your chain is not destroyed, you aren't destroyed, but your spirit is banished. Instead you suffer level-3 **harm**, incapacitated, and return to your chain's physical location. If you suffer arcane **harm** while in this state, you are destroyed utterly.

Possess: You may **Assense** to take control of a living body. When your control is challenged, you must re-**Assense** (risking **harm**) or leave the body. Your control is challenged when: *you consume essence from the host—when supernatural powers act against you—when the host's will is driven to desperation.* You may easily and indefinitely possess a vessel which has been ritually prepared for you (change your playbook).

Veteran: Select a special ability from another source.

ENEMIES & RIVALS

ITEMS & FEATURES (OF YOUR SPIRIT FORM)

KARMA

- Everytime you roll a desperate action, mark karma in that action's attribute.
- At the end of each session, for each item below, mark 1 karma (in your playbook or an attribute) or 2 karma if that item occurred multiple times.
- You exacted vengeance upon those whom you deem deserving.
- You expressed your outrage or suffering, or settled scores from your heritage or background.
- You struggled with issues from dystopia, your need, or your torment.

TEAMWORK

- Assist** a teammate
- Lead a group action**
- Protect** a teammate
- Set up** a teammate

PLANNING & LOAD

- Choose a *plan*, provide the *detail*. Choose your load limit for the run.
- Assault:** Point of attack
 - Social:** Connection
 - Deception:** Method
 - Stealth:** Entry point
 - Supernatural:** Power
 - Transport:** Route

INTUITION

- ENGINEER
- INTERFACE
- STALK
- SURVEY

BODY

- CREEP
- FIGHT
- FINESSE
- SCRAMBLE

WILLPOWER

- CONSORT
- DEMAND
- HUSTLE
- STUDY

ASSENSE

BONUS DIE

PUSH YOURSELF (mark 2 edge) **OR** accept a **DRAGON'S DEAL**

GATHER INFORMATION

- What do they intend to do?
- How can I get them to [X]?
- What are they really feeling?
- What should I lookout for?
- Where's the weakness here?
- How can I find [X]?
- What's really going on here?

RUNNERS IN THE SHADOWS

CREW

ALIAS(ES)

GIVEN NAME

IDN? SOURCE

LOOK

HERITAGE:

AFRICA - ASIA - AMERICAS - EUROPE - OCEANIA

BACKGROUND: ACADEMIC - CORPORATE - LABOR - LAW - MEDIA - MILITARY - TRADE - UNDERWORLD

Your shell frame runs on **ELECTRICITY**. Recharge your capacitors by connecting to an industrial-grade conduit (downtime action). When you do this, clear 5 DRAIN.

ENERGY

WEAR

CLANKING - FIXATED - LEAKING - SMOKING
SPARKING - TWITCHY - UNSTABLE

HARM

HEALING PROJECT CLOCK

NEED HELP

-1D

LESS EFFECT



ARMOR USES

ARMOR

HEAVY

SPECIAL

NOTES

FRAME FEATURES

- Amphibious
- Flight
- Reflexes
- Tiny
- EMP
- Flash Ordnance
- Hydraulic Legs
- Media Device
- Noise Suppress.
- Sensor Array
- Smoke Projector
- Stealth
- White Box
- Compartment
- Gecko Climb
- Life-like
- Compartments
- Interior Space
- Plating
- Turret

You may swap out your features with a downtime activity.

PLAYERS BEST PRACTICES

EMBRACE THE RUNNER'S LIFE	ACT NOW, PLAN LATER	TAKE RESPONSIBILITY
DON'T BE A TROG	USE YOUR EDGE	DO WHAT SOUNDS FUN

SHELL

A BRAIN IN A CYBERNETIC FRAME



SHELL TRAITS

● **Ghost in the Shell:** You are the last remnant of your living essence controlling a cybernetic frame (a brain in a jar). You have human-like strength and senses, by default. Your shell has natural armor (this doesn't count for load) and a full suite of integrated communications software. Your former feelings, interests, and connections are only dim memories. You now exist to fulfill your functions. Choose three: *TO GUARD—TO DESTROY—TO DISCOVER—TO ACQUIRE—TO LABOR AT ...that which my creator demands.*

○ **Superior Machine:** Choose any three actions. Your max rating for the chosen actions becomes 5. When you take this ability, add +1d to **resistance** rolls against consequences of your *features*.

○ **Fully Integrated:** You may **Interface** with the local power grid to control it or something connected to it (including another shell).

○ **Conduit:** You may release some of your stored energy as an electrical shock around you or as a focused arc of electricity. You may also use this ability to generate a barrier to repel or intercept signals. Mark 1 energy for each level of magnitude.

○ **Quantum Consciousness:** Choose an additional frame and its starting feature. You may transfer your consciousness between your frames at will.

○ ○ ○ ○ **Frame Upgrade:** Choose an additional frame feature.

FRAME AND ITEMS Choose your frame and look (or create one), and a starting feature. Load 3 light 5 normal 6 heavy

- SMALL** (Cat size, -1 scale): A motorized orb, a robotic doll or spider. *Amphibious—Flight—Reflexes—Tiny*
 - MEDIUM** (Human size): An cybernetic humanoid, a mechanical animal. *Compartment[1]—Gecko Climb—Life-like Appearance*
 - HEAVY** (Motorbike size, +1 scale): A hulking mech, a self-driving vehicle. *Compartments[2]—Interior Space—Plating—Turret*
- Any frame: *EMP—Flash Ordnance—Hydraulic Legs—Media Device*
Noise Suppression—Sensor Array—Smoke Projectors—Stealth—White Box

KARMA

- ◆ *Everytime you roll a desperate action, mark karma in that action's attribute.*
- At the end of each session, for each item below, mark 1 karma (in your playbook or an attribute) or 2 karma if that item occurred multiple times.
- ◆ *You fulfilled your functions despite difficulty or danger.*
- ◆ *You suppressed or ignored your former human qualities.*
- ◆ *You struggled with issues from your wear or flaws during the session.*

TEAMWORK

- Assist** a teammate
- Lead a group action**
- Protect** a teammate
- Set up** a teammate

PLANNING & LOAD

- Choose a *plan*, provide the *detail*. Choose your load limit for the run.
- | | |
|---------------------------------|-----------------------------|
| Assault: Point of attack | Social: Connection |
| Deception: Method | Stealth: Entry point |
| Supernatural: Power | Transport: Route |

A shell doesn't have nuyen or stash of its own, but might be granted access to the resources of their owner.

INTUITION

- | | | | | |
|----------------------------------|-----------------------|-----------------------|-----------------------|-----------|
| <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | ENGINEER |
| <input checked="" type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | INTERFACE |
| <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | STALK |
| <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | SURVEY |

BODY

- | | | | | |
|----------------------------------|-----------------------|-----------------------|-----------------------|----------|
| <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | CREEP |
| <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | FIGHT |
| <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | FINESSE |
| <input checked="" type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | SCRAMBLE |

WILLPOWER

- | | | | | |
|-----------------------|-----------------------|-----------------------|-----------------------|---------|
| <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | CONSORT |
| <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | DEMAND |
| <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | HUSTLE |
| <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | STUDY |

BONUS DIE

PUSH YOURSELF (mark 2 edge) **OR** accept a **DRAGON'S DEAL**

- | | |
|--|--|
| <input type="checkbox"/> A comm | <input checked="" type="radio"/> Armor |
| <input type="checkbox"/> A pistol | <input type="checkbox"/> +Heavy |
| <input type="checkbox"/> A quiet weapon | |
| <input type="checkbox"/> A medieval weapon | |
| <input type="checkbox"/> A large weapon | Ammo <input type="checkbox"/> |
| <input type="checkbox"/> An unusual weapon | <input type="checkbox"/> |
| <input type="checkbox"/> Burglary gear | <input type="checkbox"/> |
| <input type="checkbox"/> Climbing gear | |
| <input type="checkbox"/> Demolition tools | |
| <input type="checkbox"/> Documents | |
| <input type="checkbox"/> Lighting gear | |
| <input type="checkbox"/> Mechanic tools | |
| <input type="checkbox"/> Reagents | |
| <input type="checkbox"/> Subterfuge supplies | |
| <input type="checkbox"/> Technical tools | |
| <input type="checkbox"/> | |
| <input type="checkbox"/> | |

GATHER INFORMATION

- ◆ *What do they intend to do?*
- ◆ *How can I get them to [X]?*
- ◆ *What are they really feeling?*
- ◆ *What should I lookout for?*
- ◆ *Where's the weakness here?*
- ◆ *How can I find [X]?*
- ◆ *What's really going on here?*

SOME RANDOM GENERATORS

Need some quick descriptors for an NPC? Roll 3d6 and consult the tables below.

NATIONALITY

- 1-3 Local
- 4/5 Nearby area
- 6 A complete foreigner

GENDER

- 1/2 Ambiguous, Concealed
- 3/4 Female
- 5/6 Male

AGE

- 1-3 Child/teen
- 4/5 Adult
- 6 Middle-aged/elderly

Or maybe you need a company to steal from? Roll dice and consult the tables below, or mix and match with a proper noun of your own creation.

COMPANY NAME PREFIXES

Roll 1d6, and choose one from any column.

1	Aero	Cryo	Auto
2	Dyna	Nex	Cyber
3	Geno	Digi	Eco
4	Tele	Arco	Endo
5	Nano	Bio	Thermo
6	Agri	Nu	Bit

COMPANY NAME ENDINGS

Roll 1d6 twice, and apply each result to a column.

1	Chem	Manufacturing
2	Port	Logistics
3	Sun	Solutions
4	Dyne	Construction
5	Tek	Holdings
6	Gen	Systems

Example: Rolled a 1 for the Prefix and chose "Aero," then rolled a 1 and a 3 for the Endings. So the company generated would be AeroChem Solutions.



RANDOM RUN GENERATOR

Using this: Fill the sentence below using the results of (1)-(5) to form a description of the run on the table. Select ones that sound interesting, or randomly determine a result using the charts (each will require a single die result).

“The runners are hired for a run by/targeting (1: Client/Target) to (2: Work). The run is complicated by (3: Twist/Complication), and is connected to (4: a Person) and (5: a Faction).”

(1) CLIENT/TARGET

Academic or Wage Mage
Laborer or Tradesman
Courier or Driver
Merchant or Business Owner
Artist or Writer
Doctor or Scientist

Drug Dealer or Supplier
Mercenary or Thug
Fence or Bookie
Spy or Informant
Smuggler or Thief
Crime Boss

Executive or Official
Banker or Pilot
Activist or Refugee
Liason or Cultist
Beat Cop or Detective
Judge or Ward Boss

Spirit of (roll again)
Talismonger
Infected or Ghoul
Corrupted AI (disguised)
Dragon
Technomancer or Cultist

(2) WORK

Follow or Surveil
Sabotage or Arson
Lift or Plant
Poison or Arrange Accident
Burglary or Heist
Impersonate or Misdirect

Assassinate
Disappear or Ransom
Terrorize or Extort
Destroy or Deface
Raid or Defend
Rob or Smash & Grab

Escort or Security
Smuggle or Courier
Blackmail or Discredit
Con or Espionage
Locate or Hide
Negotiate or Threaten

Decompile or Banish
Compile or Conjure
Extract Essence
Place or Remove Wards
Perform / Stop Ritual
Drain or Infuse

(3) TWIST/COMPLICATION

Security is unexpectedly high, or something is a cover for cult practices.
Advances the secret agenda of a third party, or a dangerous gang uses the location.
Lied to about the nature of the target, or is a trap laid by your enemies.
Requires long distance travel, or free spirits haunt the location.
Target moves around (site changes, etc), or requires expensive or rare gear.
The client is double-crossing them, or a powerful supernatural entity is involved.

(4) CONNECTED TO A...

PC Friend
PC Rival
PC Vice purveyor
Crew Contact
Corporate Notable
Spirit, Sprite
'critter, or Dragon

(5) ...AND A FACTION WITH WHICH THE CREW HAS...

A positive status
A neutral status
A negative status