> "Just because the world got dipped in **CRAP** and hung to dry doesn't mean things have changed that much. Life in this City still depends on **TECHNOLOGY** to keep everything from going full-on post-apocalypse. And that means everyone depends on **ME**. If your blender breaks, chances are you won't see a new one at the local Night Market for **WEEKS**. Maybe **MONTHS**. And that's assuming you're on good terms with the local Fixer and they bother to invite you. Meanwhile, I'm here, ready to **REPAIR** your blender. And your Agent. And whatever else you got. Technology's the **LIFEBLOOD** of this City and me? I'm the beating **HEART** keeping it flowing. At least in this neighborhood."
>
> JOÃO "TORCH" BARBOSA ALVES, OWNER OF TORCH'S TOTAL REPAIRS

You can't leave anything alone—if it sits near you for more than five minutes, you've disassembled it and made it into something new. You've always got at least two screwdrivers and a wrench in your pockets. Computer down? No problem. Hydrogen burner out in your Metrocar? No problem. Can't get the video to run or your interface glitching? No problem. You make your living building, fixing, and modifying—a crucial occupation in a technological world recovering from a War that broke the back of the supply chain. You can make some good bucks fixing everyday stuff, but for the serious money you need to tackle the big jobs. Illegal weapons. Illegal or stolen cybertech. Corporate espionage and counter-espionage gear for "black operations." If you're any good, you're making a lot of money. And that money goes into new gadgets, hardware, and information. Your black market work isn't just making you friends—it's also racking you up an impressive number of enemies as well—so you invest a lot in defense systems and, if really pushed to the wall, call in a few markers on a Solo or two. You've fixed up tech for everybody from black ops Corporate samurai to Ms. Zepada down the block. No one's ever come back to you with a complaint but that might be because of the turrets guarding your front door. You're addicted to technology in all its forms and that's what makes you a Tech.

▶ Role Ability: Maker

The Tech's Role Ability is Maker. Using the Maker Role Ability, the Tech can fix, improve, modify, make, and invent new items. Whenever a Tech increases their Maker Rank by one, they gain one rank in two different Maker Specialties of their choice, including repairing, upgrading, fabricating, and inventing ().

INTERFACE (NETRUNNER ROLE ABILITY)

A Netrunner's Interface Role Ability allows them to Netrun, determines how many NET Actions they can take on their Turn, and gives them access to a suite of Interface Abilities. We will be going into Netrunning in-depth in the Netrunning Section (**PG. 198**).

▶ NET ACTIONS PER TURN

Interface Rank	1 to 3	4 to 6	7 to 9	10
NET Actions	2	3	4	5

▶ INTERFACE ABILITIES

Ability	Data
Backdoor	Allows the Netrunner to break through Passwords and other obstructions in the Architecture.
Cloak	Allows the Netrunner to hide their actions in the Architecture before they leave.
Control	Allows the Netrunner to control things that are attached to the Architecture.
Eye-Dee	Allows the Netrunner to know what a found piece of data is and its value.
Pathfinder	Allows the Netrunner to learn the "map" of the Architecture.
Scanner	Allows the Netrunner to find out the locations of systems in an area.
Slide	Allows the Netrunner to slip away from one Black ICE that is following them.
Virus	Allows the Netrunner to leave a custom virus at the very core of the Architecture.
Zap	A basic Netrunner attack that works against both Programs and other Netrunners.

MAKER (TECH ROLE ABILITY)

A Tech can fix, improve, modify, make, and invent new items using Maker, their Role Ability. **Whenever a Tech increases their Maker Rank by 1, they gain 1 Rank in two different Maker Specialties (Field Expertise, Upgrade Expertise, Fabrication Expertise, or Invention Expertise) of their choice.**

▶ FIELD EXPERTISE

Your familiarity with technology in the field makes you a valuable asset on any job, especially when something breaks down at just the wrong moment. **Add your Rank in this Specialty to any Basic Tech, Cybertech, Electronics/Security Tech, Weaponstech, Land, Sea, or Air Vehicle Tech Skill Check you make for any Non-Maker Specialty purpose.**

Additionally, as long as you have at least 1 Rank in this specialty, instead of attempting a lengthy full repair you can elect to instead temporarily repair your target (at the same DV of a typical repair for the item) to perfect condition as an Action (with full SP and HP, if applicable). You add your Rank in Field Expertise to this Check. This jury-rigging holds for 10 minutes for each Rank you have in this specialty, after which the item returns to the state it was in before you jury-rigged it, except that it cannot be jury-rigged again until it has been fully repaired.

▶ UPGRADE EXPERTISE

Improves an item in one of the following ways. An item can only benefit from 1 upgrade granted by this specialty.

- Lower the Humanity Loss of non-borgware cyberware by 1d6 if its typical humanity loss would be 2d6 or greater.
- Increase the number slots of a type an item already has for options, attachments, Programs/Hardware, etc. by one.
- Simplify the item, halving the time it takes to make any future full repair to the item.
- Grant a typically non-concealable one-handed weapon the ability to be concealed.
- Increase an Average Quality Weapon to an Excellent Quality Weapon.
- Grant a weapon Attachment Slot to an Exotic Weapon.
- Allow an Exotic Weapon to fire one variety of Non-Basic Ammunition of its ammunition type.
- Increase an item's SP by 1, but only if it had any to begin with.
- Upgrade a vehicle with an upgrade that only requires a Nomad Role Ability Rank of 1.
- Install an upgrade invented by the Tech using Invention Expertise. Requires additional materials equal to the Price Category assigned to the item by the GM when it was invented.

> IT DOESN'T MATTER WHAT IT **WAS**, CHOOMBA. ALL THAT MATTERS IS WHAT I CAN MAKE IT INTO. IMAGINE THE **POSSIBILITIES**!
> — ERAN MALOUR

To upgrade an item, you roll TECH + the TECH Skill that the item is typically repaired with + your Rank in this specialty + 1d10. The Tech must purchase materials of the same price category of the item being upgraded, which installing the upgrade consumes. The DV you roll against and the time it takes to install the upgrade is based on the price category of the item you are upgrading.

On a failed Check, halfway through the upgrade, you realize that you'll have to start again from scratch. The materials purchased to make the upgrade and the item to be upgraded are both uninjured.

▶ FABRICATION EXPERTISE

Fabricate an existing item or one invented by the Tech using Invention Expertise from materials. **To make an item, you roll TECH + the TECH Skill that the item is typically repaired with + your Rank in this specialty + 1d10**. The Tech must purchase materials of one price category lower than the price category of the item being fabricated. (Except for Super Luxury items, which require materials equal to half their Price to fabricate.)

The DV you roll against and the time it takes to make the item is based on the price category of the item you are making. On a failed Check, halfway through the fabrication process, you realize that you'll have to start again from scratch. The materials purchased to make the item are uninjured.

▶ INVENTION EXPERTISE

Invent an upgrade to an existing item or invent an entirely new item. To invent an item/upgrade, you'll need to describe to your GM the desired function of your item/upgrade, as precisely as you can in the language of already existing technologies in the setting, making sure to include the mechanism by which your invention might accomplish its function. It is suggested that you draw up a simple schematic for illustrative purposes. Your GM and fellow Players will certainly appreciate it.

If your GM is satisfied with your explanation and is okay with it in their game, they will write how the proposed invention would operate rules-wise, being careful not to create an imbalanced item. The upgrades presented earlier in Upgrade Expertise are

a good guideline for balanced Tech upgrades. Based on the item or upgrade's value if it were to be sold on the open market, the GM will set the Price Category of the item as close to other items/upgrades of a similar "power level" as possible, although the lowest category they can select is Expensive.

The time it will take to invent the item/upgrade and the DV your Character has to beat with their **TECH + the TECH Skill associated with repairing the invention or the item the invention is meant to upgrade + your Rank in this specialty + 1d10**.

The DV you roll against and the time it takes to make the item is based on the price category of the item you are making. On a failed Check, you realize halfway through your process that you need to go back to the drawing board.

Once invented, you (or another Tech who you show the blueprints to) can make your invented item/upgrade real using Fabrication or Upgrade Expertise! It's worth mentioning that nobody will give your invention a second thought before you have a working prototype. Of course, that's when they'll try to steal it. Don't bother with the courts.

More than any ability in the game, this ability can result in game imbalance. Your GM might need to retroactively change the way your invention operates rules-wise (or, in extreme circumstances, even replace it with another invention of an equal price category that you collaborate on together) several times before you find a version that works well at your table and doesn't negatively impact game balance.

▶ UPGRADE/FABRICATE/INVENT DV/TIME

Cost	DV	Time
Cheap/Everyday	9	1 hour
Costly	13	6 hours
Premium	17	1 day
Expensive	21	1 week
Very Expensive	24	2 weeks
Luxury	29	1 month
Super Luxury	29	1 month per 10,000eb of Cost.

MEDICINE (MEDTECH ROLE ABILITY)

Medtechs keep people alive who should be dead with their knowledge and training. In the Time of the Red, they are as much mechanics as they are doctors, caring for people who are oftentimes more machine than human. The Medtech Role Ability is Medicine. **Whenever the Medtech increases their Medicine Rank, they also choose one of the following three Medicine Specialties (Surgery, Medical Tech [Pharmaceuticals], or Medical Tech [Cryosystem Operation]) to allocate 1 point to.**

The Medical Section contains additional uses for both the Surgery and Medical Tech Skills, which are only available to Medtechs through this Role Ability (**SEE PG. 226**). These include Cyberware installation and harvesting, Bodysculpting, and Therapy!

▶ SURGERY

For every point you allocate to Surgery, you gain 2 points in the Surgery Skill (up to a maximum of 10). The Surgery Skill is the TECH Skill used to treat the most severe Critical Injuries, as well as implant cyberware, and is only available to Medtechs through this Medicine Specialty.

▶ MEDICAL TECH (PHARMACEUTICALS)

For every point you allocate to Medical Tech (Pharmaceuticals), you gain 1 point in the Medical Tech Skill (up to a maximum of 10). The Medical Tech Skill is the TECH Skill used to operate, understand, and repair (as other non-vehicle Tech Skills) medical machinery. This Skill is only available to Medtechs, and only through either this Medicine Specialty or Cryosystem Operation. You can only put a maximum of 5 points into this specialty.

Each time you allocate a point into Pharmaceuticals you also gain access to one of the following pharmaceuticals, which your Character can synthesize by rolling a DV13 Medical Tech Check, wasting the materials used on a failure. A Medtech can make a number of doses from 200eb of materials equal to their Medical Tech Skill in 1 hour. You can't synthesize Street Drugs with Medical Tech (Pharmaceuticals).

DATA

Your Medical Tech Skill Level equals your points in Pharmaceuticals plus your points in CryoSystem Operation.