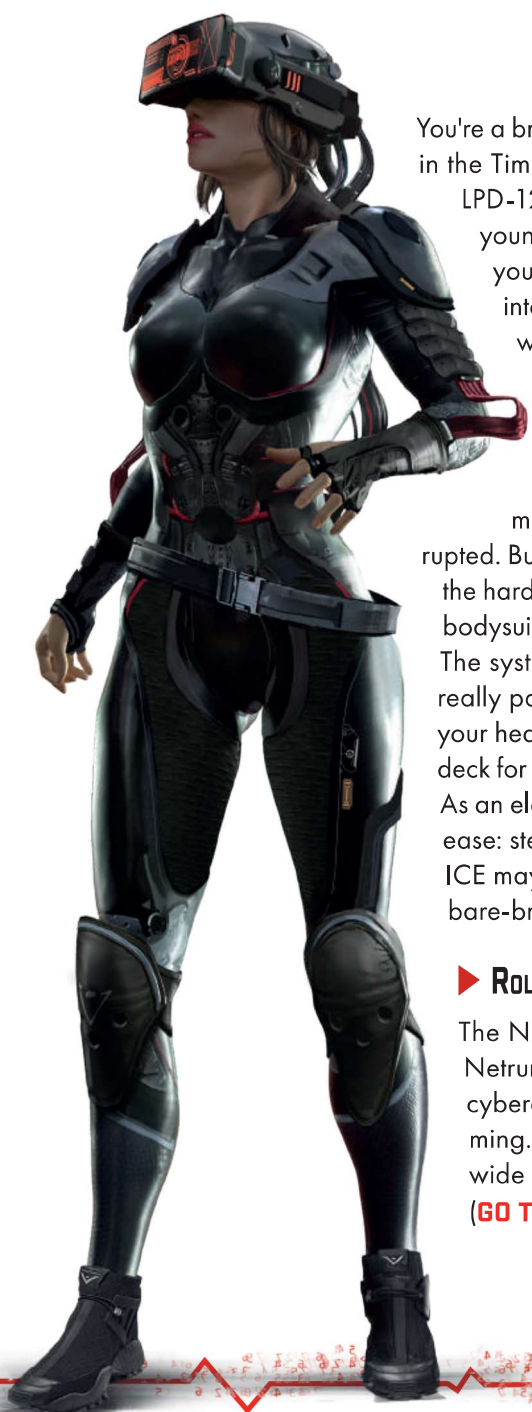


NETRUNNER

"BARTMOSS HAD IT **EASY**. HE GOT TO CHILL IN A FRIDGE WHILE HIS MIND WANDERED ALL OVER THE WHOLE DAMN PLANET AND THANKS TO HIM? I'LL NEVER HAVE THAT **FREAKING LUXURY**. TO CRACK A SYSTEM, I HAVE TO MOVE MY **MEAT** AND JACK IN ON-SITE. **SURE**, MAYBE I'LL ENCOUNTER A **HELLHOUND**, BUT THEY DON'T SPIKE MY HEART RATE. I'VE GOT THE SKILLS AND THE PROGRAMS TO HANDLE THOSE PUPPIES. THEY'RE NO PROBLEM AT ALL. YOU KNOW WHAT **SCARES ME**? **REAL DOGS**. CLONED, CHIPPED, AND CYBERED TO BE **NASTIER** THAN ANY **BLACK ICE**. THAT'S WHY I ALWAYS GO IN WITH FRIENDS. THEY HANDLE THE REAL HOUNDS. I HANDLE THE **HELLHOUNDS**. **SYMBIOSIS** AT ITS BEST."

REDEYE, NETRUNNER



You're a brain-burning computer hacker & master of the Post-NET cyberspace in the Time of the Red. At three, your parents bought you an old Kirama LPD-12 cyberdeck with Zetatech 526 optical goggles (you were too young for interface plugs), and your life was changed. By fifth grade, you were already using REFRAME-G1s meta-programming to crack into the school district's system and change your grades. When you were thirteen, you shifted enough funds out of unprotected Trans United Bank accounts to finance your first neural interface plugs. You couldn't wait to run high and fast with the other gods of the NET—Bartmoss, Magnificent Curtis, and the rest. Then the 4th Corp War blew the Old NET apart. The R.A.B.I.D.S. made NET travel a suicide run; the Nodes were fragmented or corrupted. But there were still places to run. You just had to go there and jack in the hard way. You traded in sitting on the couch for a Bodyweight combat bodysuit and Virtuality 5 interface goggles to mesh NET with Meatspace. The systems you cracked were smaller, but even deadlier. Now, you're really part of a team, with Solos to cover your back, Medtechs to restart your heart if the ICE gets you, and Techs to help you hot-wire your cyberdeck for more speed and software deployment. Now, nothing can stop you. As an electronic wraith, you slip into the "hardest" mainframe systems with ease: stealing, trading, and selling their deepest secrets at will. The Black ICE may still kill you in the end, but until the ride runs out you'll be there, bare-brained and headfirst in the New NET.

► ROLE ABILITY: INTERFACE

The Netrunner's Role Ability is Interface. Interface is what allows the Netrunner to Netrun—to interface with electronic mind-modems (called cyberdecks) to control computers, electronics, and associated programming. The Interface Role Ability also gives the Netrunner access to a wide suite of Abilities related to computer hacking and system control (**GO TO PG. 147 FOR DETAILS**).

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.