EXEC

"If you want to **make** it in the Neocorporate world you have to remember the number one rule: stay **hungry**. Jacinda Hidalgo and Artyom Sokolov didn't make it to the top by resting on their laurels. Keep dealing, keep trading, and if anyone tries to stop you? **Break** them. And if you can't? Find a way. Do **whatever** you have to do. Always have a plan to ruin everyone you meet. That's the Corporate way. Keep your best **resources** close and make sure they know you're on your way to the top and if they **tow** the line? They can ride along."

CHANDA MISHRA, ROCKLIN AUGMENTICS EXECUTIVE

In the old days before the Time of the Red, you would have been a hard-driven, fast-track MBA on their way up the Corporate ladder. Sure, it was selling your soul to the Company, but face it: the Corporations ruled the world. They controlled governments, markets, nations, armies—you name it. And you knew that whoever controlled the Corporations controlled everything else. But things changed when the largest Megacorps on the planet got into a major war that was equal to anything any real national governments could have thrown down.

Okay, so right now your life as a junior executive is anything but easy. There are those underneath you who'd kill for a shot at your job. Literally. There are those over you who'd kill to keep you out of their jobs. Literally. And they're not kidding about the killing—every up-and-comer in the Corporation has their own Team of Solos and Netrunners to cover important pet projects. Last week, you led a mixed team of Solos, Netrunners, and Techs on a headhunting run to "extract" a researcher from a rival company. You told yourself you joined the Corporation to make it a better place—work from the inside, you said. Or just until you could start your own Corporation that would be...a little more honest. But now you're not so sure. Your ideals are a little tarnished and things are getting pretty bleak. But you can't worry about ethics now. You've got a report due in an hour, and it looks like that guy in sales is planning to ice your database for good.

You're gonna ice him first.

▶ ROLE ABILITY: TEAMWORK

The Exec's Role Ability is Teamwork. Just like a real corporate executive, the Exec builds a team whose members help them accomplish their goals, whether legal or not, morale permitting. Team members have a visible job description (like secretary or driver) but also have a covert roles (such as Netrunner, bodyguard, or assassin). Plus they get free housing and nice set of clothes! ().

Believability: 6 out of 10 chance the audience buys it.

Impact: Change created by a story/scoop can change things all over a major area like a whole nation. Large corporations or local governments may be toppled. Laws may be passed that affect people over a national area.

▶ CREDIBILITY RANKS 10

Access/Sources: Major world leader, major Corporation head, world-famous celebrity

Audience: You are known worldwide. People stop you for autographs and people in high places use you to leak important stuff.

Believability: 7 out of 10 chance the audience buys it.

Impact: Change created by a story/scoop can change things all over the world. Megacorps and powerful governments may fall or be overthrown. International laws may be established. Change can affect millions.

TEAMWORK (EXEC ROLE ABILITY)

Just like a real corporate executive, the Exec builds a team whose members help them accomplish their goals, whether legal or not, morale permitting. The Exec Role Ability is Teamwork.

▶ Signing Bonus ◀

At Teamwork Rank 1, as a gift, the Exec is given a suit comprised of a Businesswear Jacket, Top, Bottom, and Footwear that identify them as a member of the business elite. The Exec cannot resell these without raising suspicion.

▶ Corporate Housing ◀

At Teamwork Rank 2, the Exec is given access to one of their Company's Corporate Conapts. As long as they remain a member of that Corporation, they can stay there without paying any Rent or any other fees. The Exec must still buy their own Lifestyle separately every month. If the Exec leaves to join another Corporation, they will extend to them the same offer, and even pay to move all their stuff to the new apartment.

At Teamwork Rank 7, the Exec's corporate housing is improved to a Beaverville House in the Executive Zone.

At Teamwork Rank 10, the Exec's corporate housing is improved dramatically to a Beaverville McMansion in the Executive Zone or a Luxury Penthouse in the Corporate Zone.

▶ Corporate Health Insurance ◀

At Teamwork Rank 6, the Exec is given Trauma Team Silver coverage, paid for monthly by their Corporation. If the Exec leaves to join another Corporation, they will extend to them the same offer.

At Teamwork Rank 8, the Corporation upgrades their coverage to Trauma Team Executive.

WHAT IF I GET FIRED?

Getting fired sucks, but even as a starting Character, you aren't just anybody. An Exec or Lawman with skills is always in demand. Get yourself out there, and you'll have another gig in less than a week. In times like these, the labor market has been flipped on its head. Not many people can do the job of an Exec and anyone willing to be a Lawman is in high demand. Learn from the experience and get in good with your new boss so that you won't have to do this again for a while. Your Agent is bound to start blowing up with calls from headhunting Fixers by lunch. Nothing about your Role Ability changes when you get fired. Think of it as an opportunity for Character development as you and your GM work together to figure out just who wants to hire you and what the "on boarding" process is like.

As for your now former employer? Consider that an opportunity, too. Just how much revenge do you want, choomba? And what happens if you blab some of their secrets?

GETTING IT DONE

▶ Team Members ◀

Starting at Rank 3, Teamwork give the Exec a Team Member. **Ranks 5 and 9** of Teamwork give the Exec an additional Team Member, capping out at **a maximum of 3 total Team Members at Rank 9**.

Team Members are rolled from a special chart for each of their jobs. The Exec chooses which class of Team Members they want, but their roll on the chart determines the STATs of the Team Member HR hires for them.

While constructed like Player Characters, they vary in several distinct ways.

- They do not improve their Skills. They determine and heal their HP like Player Characters do.

- They are controlled by the GM, and their ability to follow an order depends on their Loyalty and ability to make a Loyalty Check.

- **They cannot wear Armor other than Light Armorjack.** Company Policy.

Losing Team Members: If a Team Member is lost, HR will repossess their equipment and replace them during the *next* game session. This "new hire" has new STATs, but their starting Loyalty is reduced to 1 (they heard about what happened). **In addition, this will cost the Exec an additional 200eb in "hiring fees" (bribes) to HR.**

What, you thought HR just hired assassins for you?

Loyalty: While Team Members work for the Exec, they are not mindless drones. They do the tasks given to them by the Exec based on their Loyalty to their boss (or the paycheck they sign for them). Loyalty is a shifting value; an Exec must (during every game session) do things to promote Loyalty and not lose it. **Loyalty caps at maximum of 10 between game sessions, but during an individual game session, Loyalty has no limit.**

Loyalty Save: When a task is given to a Team Member by the Exec, the GM must roll 1d6 *under* the Team member's current Loyalty. If the Save is failed, the Team Member may refuse or botch the assignment or otherwise turn on the Exec. If Loyalty drops to 0 or lower, the Team Member will actively attempt to betray the Exec to their enemies. If at the end of a session a Team Member has less than 0 Loyalty, they will complain to HR and either receive a transfer or quit upon having one refused, depending on HR's whims. Either way, they are gone. See Losing Team Members, just above.

Gaining Loyalty	Gain
Compliment Team Member's work. *Overuse this during a week and it will stop gaining you Loyalty with the Team Member.*	+1
Give them a bonus or other perk of at least 200eb in value.	+4
Support them against Management.	+4
Give them a 20% cut of your earnings for a job.	+6
Give Team Member paid time off. *Must be for an entire game session.*	+6
Risk physical harm for Team Member.	+8

Losing Loyalty	Loss
Gain no Loyalty with Team Member during an entire game session.	-1
Berate or chew out Team Member or their work.	-2
Ignore Team Member's contribution to a job. Forget Team Member's Birthday.	-4
Do not come through with bonus or perk promised.	-6
Throw them under the bus to Management.	-6
Abandon Team Member under fire.	-8

▶ Creating Your Team Members ◀

Job: Decide what your Team Member's job is. If you want to, you can also pick a cover job for them as well. You might not want other people to know you've got a Covert Ops specialist or Netrunner on the payroll.

STATs: Roll 1d6 and read across the corresponding row, recording each STAT. Don't forget to determine their HP, Mortally Wounded, and Death Save values. You do not need to lower their EMP due to Humanity Loss from cyberware. That's already been factored in.

Skills, Cyberware, and Gear: Record your Team Member's Skills, Cyberware, and Gear. These are standard packages provided to them by the company.

Starting Loyalty: Roll 1d6 and add 1. This is your Team Member's starting Loyalty.

▶ COMPANY BODYGUARD

Cover Jobs: Escort, Personal Trainer • **True Job**: To protect the Exec in dangerous situations.

Roll	INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
1	3	7	7	4	7	6	4	8	4
2	5	8	6	2	7	8	4	8	2
3	4	8	5	3	7	8	6	6	3
4	4	7	8	4	7	7	4	7	2
5	3	8	5	2	8	7	4	6	7
6	5	7	7	2	7	6	5	7	4

Skills at +2: Concentration, Conversation, Education, First Aid, Human Perception, Language (Streetslang), Local Expert (Your Home), Persuasion, Stealth

Skills at +4: Athletics, Evasion, Interrogation, Perception, Resist Torture/Drugs, Tactics

Skills at +6: Handgun, Brawling

Cyberware: Enhanced Antibodies, Subdermal Armor (SP11), Cyberaudio Suite, Internal Agent, Homing Tracer

Gear: Agent, Light Armorjack (SP 11), Very Heavy Pistol, Basic VH Pistol Ammo x50

▶ COMPANY COVERT OPERATIVE

Cover Jobs: Personal Assistant, Stylist • **True Job**: Keeping the Exec from getting their hands dirty.

Roll	INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
1	4	8	5	4	6	8	5	7	3
2	3	8	6	2	8	6	6	6	5
3	6	7	5	5	7	6	3	7	4
4	5	6	5	3	6	8	7	6	4
5	3	8	4	4	8	7	4	8	4
6	5	8	3	7	7	8	3	6	3

Skills at +2: Athletics, Brawling, Concentration, Conversation, Education, First Aid, Language (Streetslang), Local Expert (Your Home), Perception, Persuasion

Skills at +4: Bribery, Bureaucracy, Business, Evasion, Human Perception, Pick Lock, Streetwise, Trading, Wardrobe & Style

Skills at +6: Handgun, Stealth

Cyberware: Cybereyes with paired Low Light/Infrared/UV, Color Shift, Cyberarm with Grapple Hand, Popup Ranged Weapon (Very Heavy Pistol), Realskinn™ Covering

Gear: Agent, Light Armorjack (SP 11), Very Heavy Pistol, Basic VH Pistol Ammo x50

▶ COMPANY DRIVER

Cover Jobs: Valet, Personal Driver • **True Job**: Drives, pilots, and maintains the Team's vehicles.

Roll	INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
1	5	8	6	4	6	5	6	5	5
2	5	7	7	5	5	7	4	7	3
3	6	8	8	4	7	4	5	6	2
4	8	7	4	5	4	7	5	6	4
5	7	8	3	5	7	6	4	6	4
6	6	8	6	6	8	5	3	5	3

Skills at +2: Athletics, Concentration, Conversation, Education, First Aid, Human Perception, Language (Streetslang), Local Expert (Your Home), Perception, Persuasion

Skills at +4: Brawling, Endurance, Evasion, Land Vehicle Tech, Pilot Air Vehicle, Pilot Sea Vehicle, Sea Vehicle Tech, Stealth, Tracking

Skills at +6: Drive Land Vehicle, Handgun

Cyberware: Radar/Sonar Implant, Cyberaudio Suite, Internal Agent, Homing Tracer, Radar Detector

Gear: Light Armorjack (SP11), Very Heavy Pistol, Compact Groundcar with Seating Upgrade, Basic VH Pistol Ammo x50

▶ COMPANY NETRUNNER

Cover Jobs: I.T. Engineer, Research Specialist • **True Job**: Netrunning and information gathering.

Roll	INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
1	6	7	8	7	5	4	5	5	3
2	7	8	4	6	8	3	4	6	4
3	5	6	8	8	6	6	4	4	3
4	7	8	5	6	4	4	6	5	5
5	5	8	8	5	5	3	6	4	6
6	8	7	6	6	4	7	4	4	4

Skills at +2: **Interface (Netrunner Role Ability)**, Athletics, Brawling, Concentration, Conversation, Evasion, First Aid, Human Perception, Language (Streetslang), Local Expert (Your Home), Perception, Persuasion

Skills at +4: Basic Tech, Cryptography, Cybertech, Education, Electronics/Security Tech (x2), Forgery, Library Search, Handgun, Stealth

Cyberware: Neural Link, Chipware Socket, Pain Editor, Interface Plugs, Cybereyes with Virtuality

Gear: Agent, Light Armorjack (SP11), Cyberdeck (7 slots: Sword, Sword, Killer, Worm, Worm, Armor), Very Heavy Pistol, Basic VH Pistol Ammo x50

▶ COMPANY TECHNICIAN

Cover Jobs: I.T. Engineer, Intern • **True Job**: Repairs Team's gear and weapons.

Roll	INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
1	8	8	5	7	3	4	4	5	6
2	8	7	6	8	3	5	5	4	4
3	8	6	5	8	4	3	3	7	6
4	8	8	5	7	4	4	4	5	5
5	7	7	3	7	5	3	6	6	3
6	7	8	5	8	6	3	3	5	5

Skills at +2: Athletics, Brawling, Concentration, Conversation, Evasion, First Aid, Human Perception, Language (Streetslang), Local Expert (Your Home), Perception, Persuasion, Stealth

Skills at +4: Education, Handgun, Weaponstech (x2)

Skills at +6: Basic Tech, Cybertech, Electronics/Security Tech (x2)

Cyberware: Tool Hand, Cyberaudio Suite, Internal Agent, Bug Detector, Audio Recorder

Gear: Light Armorjack (SP11), Very Heavy Pistol, Basic VH Pistol Ammo x50

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