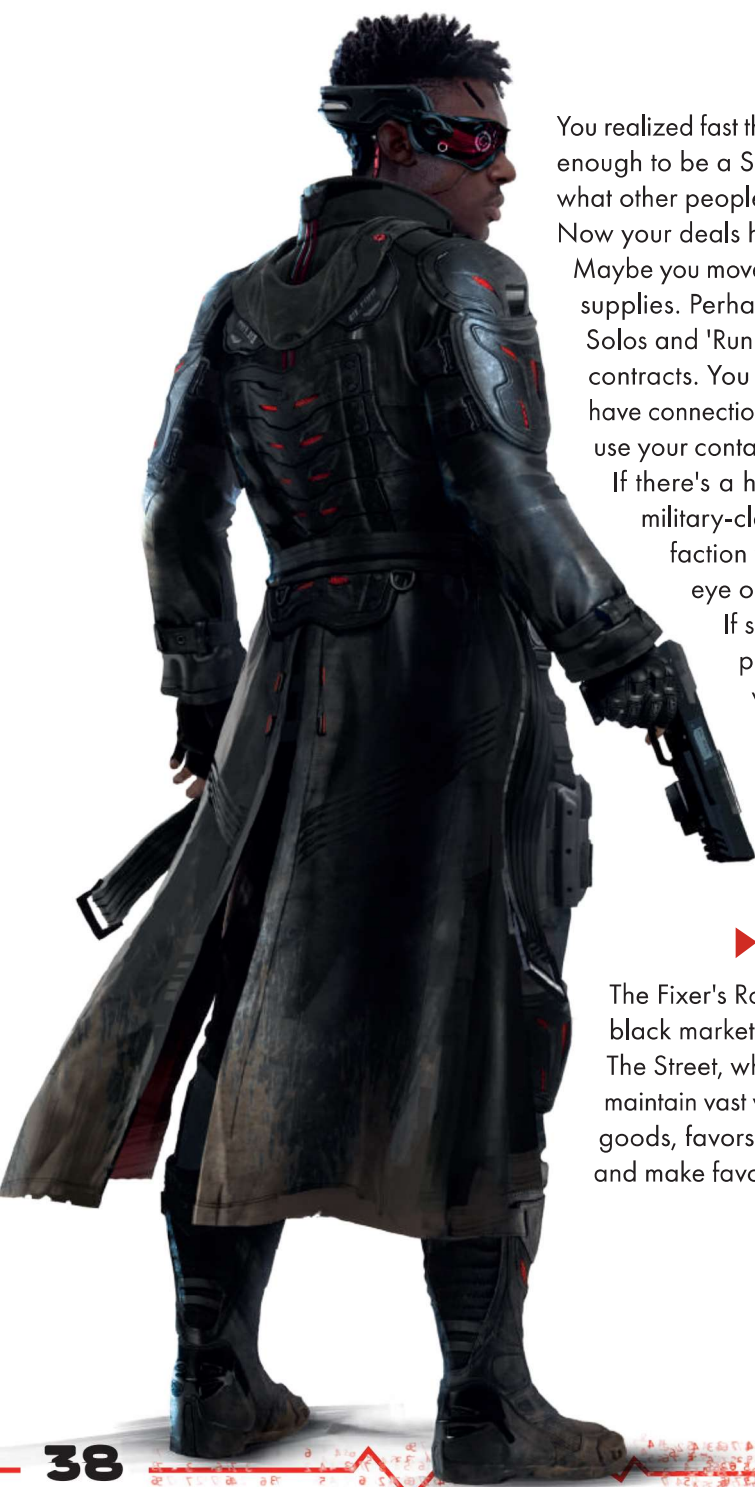


# FIXER

"THINK OF ME AS A **MIDDLEMAN**. IF YOU NEED A TEAM OF KILLERS, A NEW CAR, A RARE ANTIQUE? I'M YOUR MAN. **PAYMENT?** COLD HARD **EB** AND MAYBE A FAVOR HERE OR THERE. I'M SURE YOU'VE GOT SOME TALENTS SOME OF MY OTHER **CLIENTS** WILL BE INTERESTED IN. IT'S ALL ONE BIG WEB AND I'M AT THE **CENTER**. JUST LAST WEEK I TOOK A RIDE DOWN TO THE **COMBAT ZONE** TO PICK UP A SHIPMENT OF EXPLOSIVES THAT'D MAKE THE **NCPD** HAVE A CORONARY. TOMORROW, I'VE GOT A MEETING AT A **NIGHT MARKET** TO SELL OFF A TRUCKLOAD OF MILSPEC HARDWARE TO THE **IRON SIGHTS**. I DON'T NEED TO **KNOW** WHAT THEY'LL DO WITH THEM. **LIKE I SAID. I'M JUST THE MIDDLEMAN.** "

GREASE, FIXER



You realized fast that you weren't ever going to get a Corporate job or be tough enough to be a Solo. But you always knew you had a knack for figuring out what other people wanted, and how to get it for them. For a price, of course. Now your deals have moved past the nickel-and-dime stuff into the big time. Maybe you move illegal weapons over the border. Or steal and resell medical supplies. Perhaps you're a skill broker acting as an agent for high-priced Solos and 'Runners, or even hiring a whole Nomad pack to back a client's contracts. You buy and sell favors like an old-style Mafia godfather. You have connections into all kinds of businesses, deals, and political groups. You use your contacts and allies as part of a vast web of intrigue and coercion.

If there's a hot nightclub in the City, you've bought into it. If there are military-class weapons on The Street, you smuggled 'em in. If there's a faction war going down, you're negotiating between sides with an eye on the main chance. But you're not entirely in it for the bucks.

If someone needs to get the heat off, you'll hide them. You get people housing when there isn't any, and you bring in food when the streets are blockaded. Maybe you do it because you know they'll owe you later, but you're not sure. You're one part Robin Hood and two parts Al Capone. In the past, they would have called you a crime lord. But this is the fragmented, nasty, deadly Time of the Red. So now they call you a Fixer.

## ► ROLE ABILITY: OPERATOR

The Fixer's Role Ability is Operator. Fixers know how to get things on the black market and are adept at navigating the complex social customs of The Street, where hundreds of cultures and economic levels collide. Fixers maintain vast webs of contacts and clients who they can reach out to source goods, favors, or information. Fixers can also source desirable resources and make favorable deals (**GO TO PG. 159 FOR DETAILS**).

## ► BACKUP RANK 8

**Combat Number:** 16 • **SP:** 15 • **HP:** 50 • **MOVE & BODY:** 6

**Recovery Zone Marshal.** Like the marshals of the Old West, these are lone Lawmen who patrol the Recovery Zones and new cities. One arrives on a Superbike, carrying a Very Heavy Pistol, Assault Rifle, Grenade Launcher, and wearing Flak Armor.

## ► BACKUP RANK 9

**Combat Number:** 15 • **SP:** 18 • **HP:** 35 • **MOVE & BODY:** 4

**C-SWAT.** Two heavy hitters from the Psycho Squad. They carry assault rifles and rocket launchers, wearing Metalgear®. Will arrive from the air in an AV-4.

## ► BACKUP RANK 10

**Combat Number:** 14 • **SP:** 11 • **HP:** 35 • **MOVE & BODY:** 6

**National Law Enforcement/Interpol/FBI/Netwatch.** These are serious hitters, operating under the control of national governments or international law enforcement groups. They travel in pairs, will arrive in an AV-4, and are outfitted with Very Heavy Pistols, Assault Rifles, in Light Armorjack.

Unlike all other forms of Backup, these serious hitters stick around after the conflict ends and assist in investigating the scene. While they will not travel with the Crew on a day-to-day basis, after the first time they are called the same 2 serious hitters will always respond to calls for backup connected to the initial call until the "case" is closed, or they fall in the line of duty.

Additionally, they can use their Combat Number for these Skills: Accounting, Acting, Conceal/Reveal Object, Criminology, Cryptography, Deduction, Education, Forgery, Interrogation, Paramedic, Perception, Personal Grooming, Resist Torture/Drugs, Stealth, and Tracking.

### DATA

There's a tangled web of treaties between public and private law enforcement groups in Night City. That means they'll often help one another out and then send the bill for it to the appropriate department later.

## OPERATOR (FIXER ROLE ABILITY)

The Fixer's Role Ability is Operator. Fixers know how to get things on the black market and are adept at navigating the complex social customs of The Street, where hundreds of cultures and economic levels collide. Fixers maintain vast webs of contacts and clients.

**Contacts** represents who the Fixer can reach out in order to source goods, favors, or information. The Fixer will still have to pay for these, of course.

**Reach** is the highest price category of items that a Fixer can **always** source, and if they can use their influence to gather other Fixers into creating a Night Market, which makes all price categories of items available to them for a short time. (SEE PG. 338 for rules on setting up Night Markets)

**Haggle** is the ability of the Fixer to strike a deal. When haggling with a person, you roll **COOL + Trading Skill + Your Operator Rank + 1d10** against their **COOL + Trading Skill + Their Operator Rank (if they are a Fixer) + 1d10**. If you succeed, you can make **1** deal of your Operator Rank or lower. **Only 1 Fixer deal can be made per transaction.**

**Grease** represents the Fixer's ability to blend into the many cultures on and off The Street; ability to know the language, social codes, and status marks for each group or culture.

# GETTING IT DONE

## ► Operator Ranks ◀

### ► OPERATOR RANKS 1 AND 2

**Contacts & Clients:** Local honcho, gang lord, local neighborhood leadership

**Reach:** You can always find a place to source Cheap and Everyday items for your clients on a piece-by-piece basis, even if they are otherwise unavailable.

**Haggle:** If successful, you can get 10% more or less than market price when buying or selling.

**Grease:** You know the cultural ins-and-outs of your immediate neighborhood including all local gangs.

### ► OPERATOR RANKS 3 AND 4

**Contacts & Clients:** City gang honcho, minor politician, Corp Exec, well known person in the neighborhood.

**Reach:** You can always find a place to source up to Expensive items for your clients on a piece by piece basis, even if they are otherwise unavailable.

**Haggle:** If successful, when you buy 5 or more of the same item, you can get one more of that item for free.

**Grease:** You know how to get along well with at least 1 other culture in your area as well as gaining a single language you don't already know associated with that culture at Skill Level 4.

### ► OPERATOR RANKS 5 AND 6

**Contacts & Clients:** Major City player, City politico, neighborhood celebrity.

**Reach:** Once per month, working with other Fixers of your rank, you can set up a Night Market. While at a Night Market that you have helped organize, you can always find a place to source up to Super Luxury items.

**Haggle:** If successful, you can negotiate the pay per person for a Job up 20%.

**Grease:** You know how to get along perfectly with 2 additional cultures (3 in total) in your area as well as gaining a single language which you don't already know associated with each culture at Skill Level 4.



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## ► OPERATOR RANKS 7 AND 8

**Contacts & Clients:** Local Corp president, mayor or City manager, local celebrity.

**Reach:** You can always find a place to source up to Very Expensive items for your clients on a piece by piece basis, even if they are otherwise unavailable.

**Haggle:** If successful, when buying a Luxury or Super Luxury item, you can pay half now and half in one month. *If you ever don't pay the second half on time, nobody will do this deal with you again.*

**Grease:** You know how to blend in perfectly with 3 additional cultures (6 in total) in your area as well as a gaining single language which you don't already know associated with each culture at Skill Level 4.

## ► OPERATOR RANK 9

**Contacts & Clients:** Divisional Corp head, state or City zone politico, well known celebrity.

**Reach:** You can always find a place to source up to Luxury items for your clients on a piece by piece basis, even if they are otherwise unavailable. When you set up a Night Market, you can choose to additionally set up a Midnight Market inside it, which gathers the leadership of the criminal underworld.

**Haggle:** If successful, you can get 20% more or less than market price when buying or selling.

**Grease:** You know how to blend in perfectly with not only many cultures in your area, but also with Corporate and governmental agencies.

## ► OPERATOR RANK 10

**Contacts & Clients:** Major world leader, major Corporation head, world-famous celebrity.

**Reach:** You can always find a place to source up to Super Luxury items for your clients on a piece by piece basis, even if they are otherwise unavailable.

**Haggle:** If successful, you can negotiate to double the pay per person for a Dangerous Job.

**Grease:** You can blend in seamlessly with almost any group, including very specialized or "tight" groups such as secret societies, cults, or exclusive membership groups.

## MOTO [NOMAD ROLE ABILITY]

The difference between most people and Nomads is that Nomads have better cars. The Nomad Role Ability is Moto.

### ► Nomad Vehicle Familiarity ◀

Being part of a Nomad Family means spending your life in the driver's seat and under the hood, improving your driving abilities and vehicle knowledge enough to get by on familiarity alone or with training to pull off impressive feats with ease. **A Nomad adds their Moto Rank to any Drive Land Vehicle, Pilot Air Vehicle, Pilot Sea Vehicle, Air Vehicle Tech, Land Vehicle Tech, or Sea Vehicle Tech Skill Check they make.**

### ► Family Motorpool ◀

Whenever a Nomad increases their Role Ability Rank, they have the option of:

- **Either** adding a stock vehicle (with minimum specs) of their Moto Rank or lower to the pool of vehicles they have permission to use from the Family Motorpool.
- **Or** upgrading one of the Nomad's already permitted Family Vehicles with a single upgrade of their Moto Rank or lower.