

"USED TO WORK FOR NIGHT CITY TODAY, CAN YOU BELIEVE IT? **FETCHING** COFFEE AND **TOTING** CAMERA GEAR LIKE A GODDAMNED PACK MULE! **FIRST SHOT** I GOT AT A **SCOOP**? **SOME FLUFF** PIECE ON A **CORP PR** STUNT GIVING AWAY KIBBLE TO PEOPLE WHO NEEDED REAL FOOD... I DIDN'T BECOME A REPORTER TO **SMILE** FOR A CAMERA AND JOKE AROUND WITH A WEATHERMAN STRUNG OUT ON SYNTHCOKE. **THAT'S WHY I QUIT. NOW I'M IN THE ACTION!** THE SHARP END. I RUN MY OWN SHOP, HUNT DOWN THE LEADS, AND BRING PEOPLE THE **NEWS** THEY REALLY CARE ABOUT! IF YOU WANNA KNOW WHAT'S REALLY GOING ON IN THE **CITY**, HIT **NEVER BLINK NEWS**."

24/7, REPORTER FOR NEVER BLINK NEWS

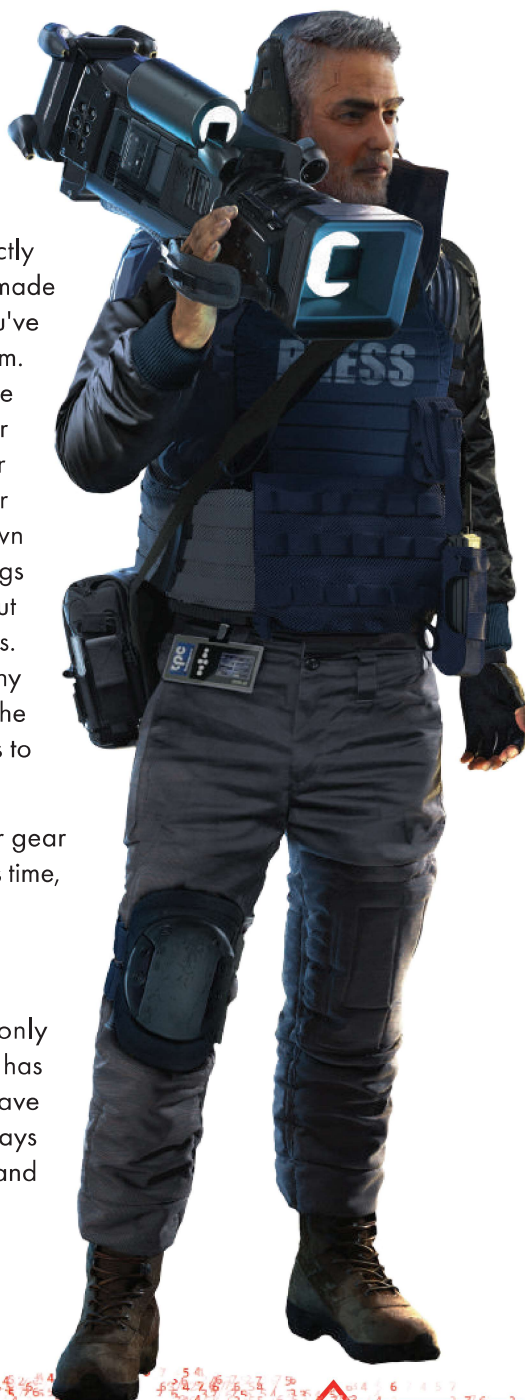
They're bending the truth out there. And you're going to stop them. Someone has to do it. The Corporations used to rule the world. They dumped toxics, destabilized economies, and committed murder with equal impunity. The government back then couldn't even stop them—hell, they owned the government. But then the War came.

The War stripped away the facade and let us all know exactly what had been going on under our noses. And the people who made sure we all knew the score were the Medias. That's you. You've got a vidlink and a press pass, and you're not afraid to use them. You're a city-wide figure, seen nightly all over the Data Pool in the Time of the Red. It's not like the old days, when you had a major Mediacorp behind you; this time, you've gotta depend on your fans, your contacts, and your own reputation. But it's harder for these new Corps to make you disappear. So when you dig down for the dirt and slime the corrupt officials and Corporate lapdogs try to cover up, you can dig deep. The next morning, you can put the details of their crimes all over the screamsheets and vidscreens. Three or four times, the bad guys have tried to kill you—that's why your backup's a crack Solo bodyguard and you've got one of the top 'Runners in the business digging through NET Architectures to back your stories. You have to be good, or else.

Your 'Runner's just phoned in with a hot lead. You grab your gear and flag your backup. You're going to break those bastards. This time, for sure.

► ROLE ABILITY: CREDIBILITY

The Media's Role Ability is Credibility. The Media can not only convince an audience of the truth of what they publish but also has a larger audience the more credible they are. Medias also have greater levels of access to sources and information; they are always in the know with their ears to the ground to pick up on rumors and information passively (**GO TO PG. 151 FOR DETAILS**).



CREDIBILITY (MEDIA ROLE ABILITY)

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► Rumors ◀

Medias are deeply plugged into information networks. Assuming you aren't entirely off-grid, at least twice per week the GM will secretly roll Your Credibility Rank + 1d10. If the Check beats any of the DVs on the Rumor Table's Passive column, the GM will clue the Media in on the highest DV rumor which their Check beat. These are the same rumors that a Media might find by hitting The Street during gameplay using their relevant information gathering skills like Library Search, Conversation, or Interrogation. **When a Media is actively looking for a rumor like this, they roll appropriate STAT + relevant Skill + 1d10 against the DV on the Active column the GM has set for the rumor based on how detailed it is.**

Rumor	Description	Passive DV	Active DV
Vague Rumor	The rumor is hazy. It contains the bare minimum of information required to start hunting down the supposed truth at the core of it.	7	13
Typical Rumor	The rumor is enough to know where to go next in an investigation. It contains enough information to get a passing glimpse at the supposed truth at the core of it.	9	15
Substantial Rumor	As Typical Rumor, but the rumor additionally contains concrete information that is beneficial to a potential investigation, like names, places, and times.	11	17
Detailed Rumor	As Substantial Rumor, but the rumor additionally contains information that, if verified, could become a piece of evidence the Media can use in a story they might publish about the supposed truth at the core of the rumor.	13	21

Rumors, by definition, are often untrue, and are never the full story. Finding that is your job.

Remember, some threads are dangerous to pull.

► Publishing Stories or Scoops ◀

Access/Sources represents those you can reasonably get in touch with/interview or otherwise gain information from.

Audience is how many people your stories or exposés can reach.

Believability is how well your story or exposé goes over with your audience. The higher your Credibility, the more likely people will believe something you have written or broadcast. You roll 1d10 based on your Believability when you publish a story and any time you want to find out whether an individual (or a group of individuals)

CREDIBILITY HAS A BIG IMPACT

Credibility is a powerful tool, and will have a big impact on the story of any campaign. Corporate guards can be easily and painlessly replaced, but at higher Ranks of Credibility, a Media can make a Corporation feel real hurt by going to the wall to get the truth. They may retaliate, but when you document it in your next tell-all book, they'll feel even more pain.

Armed with Credibility, if they can't discredit you, and they can't silence you, and you won't cut a deal, and you won't go away, you can make real change. As a Media, it's within your powers to give even a bad story a good ending.

GETTING IT DONE

believe your story. **If your story contains even a single piece of verifiable evidence that is easily understood by the masses, the chance your audience will believe it is 1 higher. If it contains more than 4 distinct verifiable pieces of hard evidence, the chance your audience will believe it is 2 higher. These two bonuses stack with each other.** LUCK can never be spent on a Believability Check.

Impact is how much change any individual story or revelation you publish has on your audience. For example, a story about an unfair economic practice at the incremental level might just get a few local bosses to change their practices. But at higher levels of Credibility, your exposé may cause entire Megacorps to fall. Your GM will handle this. **Once you publish a story/scoop you cannot publish another story on the same exact topic unless you have new information to add to the conversation.**

► CREDIBILITY RANKS 1 AND 2

Access/Sources: Local honcho, gang lord, local neighborhood leadership

Audience: Immediate neighborhood.

Believability: 2 out of 10 chance the audience buys it.

Impact: Change created by a story/scoop is small, incremental. Small-time bad guys are scared and may change their ways a little.

► CREDIBILITY RANKS 3 AND 4

Access/Sources: City gang honcho, minor politician, Corp Exec, well known person in the neighborhood

Audience: You're well known as a contributor on the local screamsheets or Data Pool.

Believability: 3 out of 10 chance the audience buys it.

Impact: Change created by a story/scoop has a direct effect; local small-time bad guys get arrested or thrown out of power, justice gets served.

► CREDIBILITY RANKS 5 AND 6

Access/Sources: Major City player, City politico, local celebrity

Audience: Your stuff goes Citywide. You're a regular columnist or contributor to local screamsheets or TV.

Believability: 4 out of 10 chance the audience buys it.

Impact: Change created by a story/scoop changes things all over the City. Higher-level bad guys may be jailed or thrown out of power. Local laws may even get passed.

► CREDIBILITY RANKS 7 AND 8

Access/Sources: Local Corp president, mayor or City manager, City celebrity

Audience: Your stuff goes Statewide. You are a minor celeb in your own right.

Believability: 5 out of 10 chance the audience buys it.

Impact: Change created by a story/scoop can change things all over several cities. Mid-level corporations or governments may be thrown out of power. Laws may be passed that affect people over several cities.

► CREDIBILITY RANKS 9

Access/Sources: Divisional Corp head, State politico, well known celebrity

Audience: You are known by many across the country, but not by everyone. If they've seen you, chances are it is on a national newsfeed.

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?