




ASSASSIN

You are the hitman. You can work independently, but when on a crew you are valued for your ability to quickly and quietly dispose of anyone who has become a problem. You are equally comfortable with blades or guns, and specialize in reaching your targets unseen and unheard. You use lethal force only when necessary. When confronted by those who would stop you, you have an uncanny knack for surviving even with exceptional odds stacked against you. While on a Job, you can be relied upon to gain access to secure locations, and if necessary eliminate the opposition with a minimal amount of danger to the crew.

EQUIPMENT

- ◆ A holoshroud mask to conceal your face
- ◆ Plasma pistol (+20 damage, deals 2 wounds when wounding)
- ◆ Five compact knives (+10 damage, 1 advantage die () to rolls to conceal)
- ◆ A sensor-baffling messenger bag

CARVE YOUR WAY OUT

You have two advantage dice ( ) on any attacks you make against minions. Additionally, your attacks made against lone minions automatically succeed if they are not aware of you.

SILENT TAKEDOWN

When you attack a target with a physical attack, you can decide that neither you nor your target make any noise as a part of that attack, and the target cannot speak or take any action that makes noise until after your next turn. Any witnesses not looking directly at you or your target do not witness the attack. You cannot use this ability with any weapon that makes a large amount of noise, such as a firearm.

SKILLS

Sneak Around	90%	Conceal an Object	65%
Brawl with Someone	80%	Goad Someone.....	65%
Case the Joint	80%	Gossip with Citizens	65%
Climb, Jump, and Tumble.....	80%	Lie to Someone	65%
Create a Disguise	80%	Locate Someone.....	65%
Shoot Someone	80%	Run Like Hell	65%
Stab Someone.....	80%	Anything Else.....	50%
Tail Someone.....	80%		

GETTING THE JOB DONE

DAY AND NIGHT SEGMENTS

All Jobs have a time limitation. Each day is divided into two segments, one covering the daytime, and one for nighttime. During each segment you can accomplish either planning or legwork, or (when the time comes) execute your plan, usually as a drama scene.

PLANNING

You have 15 minutes to discuss plans with the members of the crew. At the end of that time, you can either choose to spend another day or night segment planning, or start doing legwork. Each Job starts with a planning scene that is a part of receiving the Job from the broker.

LEGWORK

During legwork, each player takes the lead describing one scene, using the following format:

Describe **one thing you want to get out of the scene** (a specific piece of information, some asset or resource, the cooperation or aid of an individual, and so on), and describe **the place you are going to get it**. You then describe **how you are going to get it** and, if necessary, **who you interact with** to get what you want.

Though you can lead only one legwork scene per segment, you can participate in as many legwork scenes led by other players as you want.

Legwork scenes can be used to:

- ◆ Gain information about a mark or target, such as exploitable weaknesses
- ◆ Recruit additional help with some part of the Job
- ◆ Dispose of or otherwise neutralize any impediments to pulling off the Job
- ◆ Put objects or allies into place in preparation for pulling off the Job

DRAMA SCENES

During a drama scene, you and the antagonists in the scene take actions in turns (with Judge-controlled characters acting first, then the crew). Fight scenes, chase scenes, and other moments of tension can all be drama scenes.


HEAT AND COMPLICATIONS

Heat is a resource the Judge can spend to introduce complications into a scene. Each member of your crew generates 1 heat (🔥) at the start of every segment just for being on the Job. If you participate in a scene that takes place in a part of the city where you are conspicuous, you generate 2 heat (🔥🔥). If you are sloppy or reckless while committing crimes, you generate more heat.

BASHER

There's no way to make it sound pretty: you break things. You bust down walls, break down doors, rip the bars out of prison cells, and generally dismantle the hard work of skilled laborers and security experts. Sometimes brute strength alone does the job, but other times you employ more complex means: carefully timed explosives, a gentle application of corrosive acids to locks and door hinges, portable power surge generators, or the patient use of drills and other heavy metal tools to bore a hole through a vault door. You break into places, break people out of places, crack open safes, and are relied upon by your crew to make sure that no security stands between the crew and getting the Job done right.

EQUIPMENT

- ◆ A set of safecracker's tools (drills, clamps, and so on)
- ◆ Compact high-impact ballistic fighting gloves (damage +10, 1 advantage die () to rolls to conceal)
- ◆ Two compact plastic explosive charges (damage +100, 1 action to set, 1 action to detonate)
- ◆ Two single-use portable power surge generators
- ◆ Fifty feet of high-tensile utility cord
- ◆ Computer tablet loaded with hacking software (+10 damage on hacking attacks)



SECURITY EXPERT

During a planning scene, you can choose one building or specific location that you know of and could have plausibly seen before. The Judge must describe to you all security measures (including standard security personnel, as well as other mechanical, chemical, or electronic defenses) that are not considered Deep Secrets in place at that location.

SECURITY KNOWLEDGE

You know about security systems, in addition to the things listed on your cartel sheet.

STEADY HANDS

You automatically cancel up to two drawbacks ( ) when using any explosive or corrosive object or device.

SKILLS

Break Something	90%	Bypass a Lock.....	65%
Blow Something Up	80%	Distract Someone	65%
Brawl with Someone	80%	Goad Someone.....	65%
Case the Joint	80%	Gossip with Criminals	65%
Conceal an Object	80%	Outdrink Someone.....	65%
Disarm a Security System.....	80%	Anything Else.....	50%

GETTING THE JOB DONE

DAY AND NIGHT SEGMENTS

All Jobs have a time limitation. Each day is divided into two segments, one covering the daytime, and one for nighttime. During each segment you can accomplish either planning or legwork, or (when the time comes) execute your plan, usually as a drama scene.

PLANNING

You have 15 minutes to discuss plans with the members of the crew. At the end of that time, you can either choose to spend another day or night segment planning, or start doing legwork. Each Job starts with a planning scene that is a part of receiving the Job from the broker.

LEGWORK

During legwork, each player takes the lead describing one scene, using the following format:

Describe **one thing you want to get out of the scene** (a specific piece of information, some asset or resource, the cooperation or aid of an individual, and so on), and describe **the place you are going to get it**. You then describe **how you are going to get it** and, if necessary, **who you interact with** to get what you want.

Though you can lead only one legwork scene per segment, you can participate in as many legwork scenes led by other players as you want.

Legwork scenes can be used to:

- ◆ Gain information about a mark or target, such as exploitable weaknesses
- ◆ Recruit additional help with some part of the Job
- ◆ Dispose of or otherwise neutralize any impediments to pulling off the Job
- ◆ Put objects or allies into place in preparation for pulling off the Job

DRAMA SCENES

During a drama scene, you and the antagonists in the scene take actions in turns (with Judge-controlled characters acting first, then the crew). Fight scenes, chase scenes, and other moments of tension can all be drama scenes.

HEAT AND COMPLICATIONS

Heat is a resource the Judge can spend to introduce complications into a scene. Each member of your crew generates 1 heat (🔥) at the start of every segment just for being on the Job. If you participate in a scene that takes place in a part of the city where you are conspicuous, you generate 2 heat (🔥🔥). If you are sloppy or reckless while committing crimes, you generate more heat.




BOSS

You're a leader, both in your cartel and on your crew. You're good at getting the best out of people and recognizing their talents even if they do not. You see a bigger picture, and while you might not dream up intricate plots, you recognize the skills that lie within your crew and know how best to exploit them. You have an air of authority and people listen to you; you wouldn't call your particular skill set "charm," but you do have a way of convincing other people to do what you want without resorting to threats or violence.

EQUIPMENT

- ◆ A sign of authority from your cartel (a ring, a medallion, a tattoo, or the like)
- ◆ Plasma knife (damage +10, deals 1 extra wound when wounding)
- ◆ Laser pistol (damage +20, treat all rolls for attacks less than 20 as though they are 20)
- ◆ A portable tablet filled with blueprints and the details of plans

COORDINATE

When a member of your crew helps another with a task while you are in the scene and able to communicate with them, add two advantage dice ( ) to the roll for helping instead of one ().

INSPIRE

You can give another member of your crew any amount of your luck. That character must hear you as you inspire them. During a drama scene, this inspiration uses your action on your turn.

THE USUAL SUSPECTS

During one scene per day or night segment, you can order four members of your cartel to help you. The Judge treats these four like a squad of minions, and you decide how the squad acts in any scene. The squad has a 50% chance of success for anything requiring a roll, and it can fight, help with tasks, and deal with complications (though it must always work as a single unit).

SKILLS

Convince Someone.....	90%	Distract Someone	65%
Goad Someone.....	80%	Pick Someone's Pocket	65%
Gossip with Wageslaves	80%	Shoot Someone	65%
Intimidate Someone	80%	Stab Someone.....	65%
Size Someone Up	80%	Anything Else.....	50%
Forge a Document.....	65%		

GETTING THE JOB DONE

DAY AND NIGHT SEGMENTS

All Jobs have a time limitation. Each day is divided into two segments, one covering the daytime, and one for nighttime. During each segment you can accomplish either planning or legwork, or (when the time comes) execute your plan, usually as a drama scene.

PLANNING

You have 15 minutes to discuss plans with the members of the crew. At the end of that time, you can either choose to spend another day or night segment planning, or start doing legwork. Each Job starts with a planning scene that is a part of receiving the Job from the broker.

LEGWORK

During legwork, each player takes the lead describing one scene, using the following format:

Describe **one thing you want to get out of the scene** (a specific piece of information, some asset or resource, the cooperation or aid of an individual, and so on), and describe **the place you are going to get it**. You then describe **how you are going to get it** and, if necessary, **who you interact with** to get what you want.

Though you can lead only one legwork scene per segment, you can participate in as many legwork scenes led by other players as you want.

Legwork scenes can be used to:

- ◆ Gain information about a mark or target, such as exploitable weaknesses
- ◆ Recruit additional help with some part of the Job
- ◆ Dispose of or otherwise neutralize any impediments to pulling off the Job
- ◆ Put objects or allies into place in preparation for pulling off the Job

DRAMA SCENES

During a drama scene, you and the antagonists in the scene take actions in turns (with Judge-controlled characters acting first, then the crew). Fight scenes, chase scenes, and other moments of tension can all be drama scenes.

HEAT AND COMPLICATIONS

Heat is a resource the Judge can spend to introduce complications into a scene. Each member of your crew generates 1 heat (🔥) at the start of every segment just for being on the Job. If you participate in a scene that takes place in a part of the city where you are conspicuous, you generate 2 heat (🔥🔥). If you are sloppy or reckless while committing crimes, you generate more heat.

BRAWLER

You're the muscle on your crew. Maybe you're one of the best in your cartel in the science of swordplay, or perhaps knife fighting is more your forte. You might be an underground pit fighter who needs only fists, feet, and a hard head to come out victorious on the other side of a fight. Perhaps you studied martial arts under the tutelage of a Taonan master, or maybe you earned your scars trading punches with corporate goons in run-down dive bars, or you could have learned the art of high frequency sword fighting as a part of formal paramilitary training. Regardless of your pedigree, you're a hell of a fighter, and most of the Right Kind of People would be thrilled to have you on their side in a scrap.

EQUIPMENT

- ◆ Pick two: baton, high-impact fighting gloves, a machete, two knives, a baseball bat, a katana, a high-tensile whip
- ◆ Leather jacket
- ◆ Intimidating scars

FLURRY OF ATTACKS

When you succeed on an attack against a squad of minions by striking, slashing, or stabbing them, you reduce the squad's size by 2 instead of by 1. Any boons you roll on that attack also reduce the squad's size by 2 for each boon, instead of 1.

LIGHTNING REFLEXES

When beginning a drama scene, you can take a turn before the Judge-controlled characters act. After that, you take turns with the members of your crew as normal.

WEAPON KNOWLEDGE

You know about weapons, in addition to the things listed on your cartel sheet.

WEAPON MASTER

When you slash, strike, or stab someone, you gain a +30 bonus to damage, instead of any other damage bonus the weapon you use would normally grant.

SKILLS

Slash, Strike, Stab Someone	90%	Climb, Jump, Tumble.....	65%
Break Something	80%	Conceal an Object	65%
Goad Someone.....	80%	Create a Disguise	65%
Intimidate Someone	80%	Distract Someone	65%
Outdrink Someone.....	80%	Gossip with Criminals	65%
Read Someone's Emotions.....	80%	Tail Someone.....	65%
Size Someone Up	80%	Anything Else.....	50%

GETTING THE JOB DONE

DAY AND NIGHT SEGMENTS

All Jobs have a time limitation. Each day is divided into two segments, one covering the daytime, and one for nighttime. During each segment you can accomplish either planning or legwork, or (when the time comes) execute your plan, usually as a drama scene.

PLANNING

You have 15 minutes to discuss plans with the members of the crew. At the end of that time, you can either choose to spend another day or night segment planning, or start doing legwork. Each Job starts with a planning scene that is a part of receiving the Job from the broker.

LEGWORK

During legwork, each player takes the lead describing one scene, using the following format:

Describe **one thing you want to get out of the scene** (a specific piece of information, some asset or resource, the cooperation or aid of an individual, and so on), and describe **the place you are going to get it**. You then describe **how you are going to get it** and, if necessary, **who you interact with** to get what you want.

Though you can lead only one legwork scene per segment, you can participate in as many legwork scenes led by other players as you want.

Legwork scenes can be used to:

- ◆ Gain information about a mark or target, such as exploitable weaknesses
- ◆ Recruit additional help with some part of the Job
- ◆ Dispose of or otherwise neutralize any impediments to pulling off the Job
- ◆ Put objects or allies into place in preparation for pulling off the Job

DRAMA SCENES

During a drama scene, you and the antagonists in the scene take actions in turns (with Judge-controlled characters acting first, then the crew). Fight scenes, chase scenes, and other moments of tension can all be drama scenes.

HEAT AND COMPLICATIONS

Heat is a resource the Judge can spend to introduce complications into a scene. Each member of your crew generates 1 heat (🔥) at the start of every segment just for being on the Job. If you participate in a scene that takes place in a part of the city where you are conspicuous, you generate 2 heat (🔥🔥). If you are sloppy or reckless while committing crimes, you generate more heat.

CLEANER

You make problems go away. Whenever things don't go quite right on the Job, you're there to smooth things over and make sure that the Crown doesn't come down hard on your crewmates. You specialize in cleaning up evidence after a crime, bribing and intimidating witnesses, disposing of bodies, and generally making sure that there is no trace of the crime left for an investigator to follow. You've seen some bad situations and kept your cool, moving efficiently to make sure that none of the Right Kind of People had to deal with too much blowback from the way things went down. Your crew values you not only for your ability to cover up their mistakes, but also for your level head, and you are well respected for your experience.

EQUIPMENT

- ◆ Large bag of cleaning supplies
- ◆ Laser knife (damage +10, treat all rolls for attacks less than 20 as though they are 20)
- ◆ Database full of cleaning specialists
- ◆ Computer tablet loaded with hacking software (+10 damage on hacking attacks)

CLEAN THE SCENE

Instead of taking the lead on a legwork scene, you can clean up the mess your crew left behind in a legwork scene that just ended. You and a crew of cleaners that you direct clean up evidence, dispose of bodies, bribe and intimidate witnesses, and repair any damage done to the area. The Judge removes half of the heat (🔥) from the previous scene before adding the remainder to the heat pool.

ON THE TAKE

During a scene you are in, you can choose a Judge-controlled character to be someone you have bribed. The character must be a minion or background character not pivotal to the scene. The character performs a minor task for you (unlocks a door, points out an undercover officer of the City Watch, ignores a crime being witnessed), then exits the scene; they take no risks to their safety or freedom. You cannot use this ability again until the next day or night segment.

SKILLS

Conceal an Object	90%	Gossip with Wageslaves	65%
Convince Someone.....	80%	Hack a Computer	65%
Distract Someone	80%	Lie to Someone	65%
Intimidate Someone	80%	Read Someone's Emotions.....	65%
Navigate Bureaucracy	80%	Anything Else.....	50%
Forge a Document.....	65%		

GETTING THE JOB DONE

DAY AND NIGHT SEGMENTS

All Jobs have a time limitation. Each day is divided into two segments, one covering the daytime, and one for nighttime. During each segment you can accomplish either planning or legwork, or (when the time comes) execute your plan, usually as a drama scene.

PLANNING

You have 15 minutes to discuss plans with the members of the crew. At the end of that time, you can either choose to spend another day or night segment planning, or start doing legwork. Each Job starts with a planning scene that is a part of receiving the Job from the broker.

LEGWORK

During legwork, each player takes the lead describing one scene, using the following format:

Describe **one thing you want to get out of the scene** (a specific piece of information, some asset or resource, the cooperation or aid of an individual, and so on), and describe **the place you are going to get it**. You then describe **how you are going to get it** and, if necessary, **who you interact with** to get what you want.

Though you can lead only one legwork scene per segment, you can participate in as many legwork scenes led by other players as you want.

Legwork scenes can be used to:

- ◆ Gain information about a mark or target, such as exploitable weaknesses
- ◆ Recruit additional help with some part of the Job
- ◆ Dispose of or otherwise neutralize any impediments to pulling off the Job
- ◆ Put objects or allies into place in preparation for pulling off the Job

DRAMA SCENES

During a drama scene, you and the antagonists in the scene take actions in turns (with Judge-controlled characters acting first, then the crew). Fight scenes, chase scenes, and other moments of tension can all be drama scenes.

HEAT AND COMPLICATIONS

Heat is a resource the Judge can spend to introduce complications into a scene. Each member of your crew generates 1 heat (🔥) at the start of every segment just for being on the Job. If you participate in a scene that takes place in a part of the city where you are conspicuous, you generate 2 heat (🔥🔥). If you are sloppy or reckless while committing crimes, you generate more heat.

DABBLER

You're the Jack of all trades, master of none. When on the Job, you do a little bit of everything, and though no one looks to you for one specific skill, you're always an asset to have on a crew. You also help keep the crew cohesive, and your penchant for doing a little bit of everything lets you see how all the different roles of the crew fit together and complement each other. Other members of your crew frequently call on you for assistance, not just for your variety of skills but also because you have a knack for making things go more smoothly. When you're around, good things happen more often.


EQUIPMENT

- ◆ Laser knife (damage +10, treat all rolls for attacks less than 20 as though they are 20)
- ◆ A deck of flimsy LED cards
- ◆ A sleeve of caffeine-delivering stim patches
- ◆ A pocket full of knickknacks and trinkets of no monetary value


BETTER LUCKY THAN GOOD

Once per scene you are in, you can reroll all the dice (including all advantage dice and challenge dice) for a single check or attack, keeping the second result.

PROBLEM SOLVER

You add one advantage die () to any roll you make to overcome an obstacle in a legwork scene that you are in but did not take the lead on.

WHAT COULD GO WRONG?

When you push your luck, for every 10 luck you spend to increase your chance of success you also add one advantage die () to the roll, up to the maximum of four advantage dice on the roll. These dice are in addition to any challenge dice that you add to the roll for pushing your luck.

SKILLS

Case the Joint	80%	Size Someone Up	80%
Gossip with Citizens	80%	Play Games	80%
Run Like Hell	80%	Anything Else	65%

GETTING THE JOB DONE

DAY AND NIGHT SEGMENTS

All Jobs have a time limitation. Each day is divided into two segments, one covering the daytime, and one for nighttime. During each segment you can accomplish either planning or legwork, or (when the time comes) execute your plan, usually as a drama scene.

PLANNING

You have 15 minutes to discuss plans with the members of the crew. At the end of that time, you can either choose to spend another day or night segment planning, or start doing legwork. Each Job starts with a planning scene that is a part of receiving the Job from the broker.

LEGWORK

During legwork, each player takes the lead describing one scene, using the following format:

Describe **one thing you want to get out of the scene** (a specific piece of information, some asset or resource, the cooperation or aid of an individual, and so on), and describe **the place you are going to get it**. You then describe **how you are going to get it** and, if necessary, **who you interact with** to get what you want.

Though you can lead only one legwork scene per segment, you can participate in as many legwork scenes led by other players as you want.

Legwork scenes can be used to:

- ◆ Gain information about a mark or target, such as exploitable weaknesses
- ◆ Recruit additional help with some part of the Job
- ◆ Dispose of or otherwise neutralize any impediments to pulling off the Job
- ◆ Put objects or allies into place in preparation for pulling off the Job

DRAMA SCENES

During a drama scene, you and the antagonists in the scene take actions in turns (with Judge-controlled characters acting first, then the crew). Fight scenes, chase scenes, and other moments of tension can all be drama scenes.


HEAT AND COMPLICATIONS

Heat is a resource the Judge can spend to introduce complications into a scene. Each member of your crew generates 1 heat (🔥) at the start of every segment just for being on the Job. If you participate in a scene that takes place in a part of the city where you are conspicuous, you generate 2 heat (🔥🔥). If you are sloppy or reckless while committing crimes, you generate more heat.

DRIVER

You are responsible for the last and most important part of any risky endeavor: the getaway. You can drive any car (wheeled or hovering), pilot any helicopter, jet, or mech suit, and generally excel at making sure your crew escapes from the long arm of the law when executing your plan. Since you stand at the ready to help your crew make their escape, you also serve as the crew's lookout, watching for any sign that something might be going wrong and offering warnings just in the nick of time.



EQUIPMENT

- ◆ A custom sports car or motorcycle
- ◆ Riding gloves and boots
- ◆ Armor-piercing pistol (damage +20, add one advantage die () to rolls for attacks against robots and vehicles)
- ◆ Roadside emergency kit with road flares

GET IN!

As long as you have access to a vehicle, you can join a drama scene that you're not currently involved in by making a dramatic entrance that you describe while driving or piloting that vehicle. You do not have to spend luck to enter the scene in this way.

LOOKOUT

When you are acting as the crew's lookout during a scene, if the Judge introduces a complication in the middle of that scene, you and all your crew members gain two advantage dice ( ) on the first roll you make to deal with that complication. You must warn your crew about the complication in some way to gain these advantage dice.

PEDAL TO THE METAL

When you are being chased and are attempting to escape from a squad of minions, each successful attack made by any of your crew during the chase reduces the squad's size by 1 more than normal. If you are being pursued by a character with luck, each of your crew's attacks made to escape from that character gain a +30 bonus to damage.

VEHICLE KNOWLEDGE

You know about vehicles, in addition to the things you know about listed on your cartel sheet.

SKILLS

Drive Like a Bat out of Hell.....	90%	Hack a Computer	65%
Run Like Hell	90%	Lie to Someone	65%
Case the Joint	80%	Gossip with Criminals	65%
Conceal an Object	80%	Shoot Someone	65%
Repair Something.....	80%	Sneak Around	65%
Tail Someone.....	80%	Anything Else.....	50%

GETTING THE JOB DONE

DAY AND NIGHT SEGMENTS

All Jobs have a time limitation. Each day is divided into two segments, one covering the daytime, and one for nighttime. During each segment you can accomplish either planning or legwork, or (when the time comes) execute your plan, usually as a drama scene.

PLANNING

You have 15 minutes to discuss plans with the members of the crew. At the end of that time, you can either choose to spend another day or night segment planning, or start doing legwork. Each Job starts with a planning scene that is a part of receiving the Job from the broker.

LEGWORK

During legwork, each player takes the lead describing one scene, using the following format:

Describe **one thing you want to get out of the scene** (a specific piece of information, some asset or resource, the cooperation or aid of an individual, and so on), and describe **the place you are going to get it**. You then describe **how you are going to get it** and, if necessary, **who you interact with** to get what you want.

Though you can lead only one legwork scene per segment, you can participate in as many legwork scenes led by other players as you want.

Legwork scenes can be used to:

- ◆ Gain information about a mark or target, such as exploitable weaknesses
- ◆ Recruit additional help with some part of the Job
- ◆ Dispose of or otherwise neutralize any impediments to pulling off the Job
- ◆ Put objects or allies into place in preparation for pulling off the Job

DRAMA SCENES

During a drama scene, you and the antagonists in the scene take actions in turns (with Judge-controlled characters acting first, then the crew). Fight scenes, chase scenes, and other moments of tension can all be drama scenes.



HEAT AND COMPLICATIONS

Heat is a resource the Judge can spend to introduce complications into a scene. Each member of your crew generates 1 heat (🔥) at the start of every segment just for being on the Job. If you participate in a scene that takes place in a part of the city where you are conspicuous, you generate 2 heat (🔥🔥). If you are sloppy or reckless while committing crimes, you generate more heat.

FIXER

You know how to get things done. You have an uncanny knack for making connections between people, and you handle the flow of information, agreements, and merchandise—legal or otherwise—between the Right Kind of People. You specialize in making connections. You find out what someone needs, and then arrange for that person to connect with someone else who has what they want. If someone needs a certain skill set, you know where to find just the right person; you usually have a line on someone who has the right piece of contraband. You trade in favors, know people on every block, and are generally responsible for laying the groundwork for your crew so the Job goes more smoothly.


EQUIPMENT

- ◆ Large travel pack
- ◆ A burner tablet
- ◆ Armor-piercing assault rifle (damage +30, 1 challenge die () against up-close targets, 1 advantage die () against robots and vehicles)
- ◆ Database of smugglers and fences

I GOT WHAT YOU NEED

Instead of taking the lead on a legwork scene, you can access one of the caches that you have stashed throughout the city to obtain material goods, legal or contraband, available to your crew for the rest of the Job. The goods must fit inside a single shipping container, and can be anything your cartel would have access to.

I KNOW SOMEBODY

When you take the lead in a legwork scene, you can spend 1 Influence () to gain the temporary assistance of another member of your cartel. Choose one specialty that is not currently being used by a member of your crew for that character; that character has 100 luck and no Influence. You choose how the character acts during that scene.

MIDDLE MAN

During a planning scene, all members of your crew can trade Influence among themselves freely.

SKILLS

Gossip with Criminals	90%	Distract Someone	65%
Convince Someone.....	80%	Play Games	65%
Forge a Document.....	80%	Run Like Hell	65%
Locate Someone.....	80%	Shoot Someone	65%
Pick Someone's Pocket.....	80%	Anything Else.....	50%
Case the Joint	65%		

GETTING THE JOB DONE

DAY AND NIGHT SEGMENTS

All Jobs have a time limitation. Each day is divided into two segments, one covering the daytime, and one for nighttime. During each segment you can accomplish either planning or legwork, or (when the time comes) execute your plan, usually as a drama scene.

PLANNING

You have 15 minutes to discuss plans with the members of the crew. At the end of that time, you can either choose to spend another day or night segment planning, or start doing legwork. Each Job starts with a planning scene that is a part of receiving the Job from the broker.

LEGWORK

During legwork, each player takes the lead describing one scene, using the following format:

Describe **one thing you want to get out of the scene** (a specific piece of information, some asset or resource, the cooperation or aid of an individual, and so on), and describe **the place you are going to get it**. You then describe **how you are going to get it** and, if necessary, **who you interact with** to get what you want.

Though you can lead only one legwork scene per segment, you can participate in as many legwork scenes led by other players as you want.

Legwork scenes can be used to:

- ◆ Gain information about a mark or target, such as exploitable weaknesses
- ◆ Recruit additional help with some part of the Job
- ◆ Dispose of or otherwise neutralize any impediments to pulling off the Job
- ◆ Put objects or allies into place in preparation for pulling off the Job

DRAMA SCENES

During a drama scene, you and the antagonists in the scene take actions in turns (with Judge-controlled characters acting first, then the crew). Fight scenes, chase scenes, and other moments of tension can all be drama scenes.


HEAT AND COMPLICATIONS

Heat is a resource the Judge can spend to introduce complications into a scene. Each member of your crew generates 1 heat (🔥) at the start of every segment just for being on the Job. If you participate in a scene that takes place in a part of the city where you are conspicuous, you generate 2 heat (🔥🔥). If you are sloppy or reckless while committing crimes, you generate more heat.

GRIFTER

You've been called a charmer, a huckster, a sham, a hustler, and a thousand other names, but it all comes down to being a confidence artist. You lull your targets into a false sense of trust and security and then extract what you want from them, leaving them confused or oblivious to your scheme. Once you identify your marks you earn their trust, becoming their friends and confidants before betraying them at the right moment.

EQUIPMENT

- ◆ Cheating-enabled LED playing cards
- ◆ Two compact throwing knives (damage +10, 1 advantage die () to rolls to conceal)
- ◆ A bag of makeup and accessories

CHAMELEON

During a planning scene, you can create and assume a different identity, one not associated with the Consortium Council or another cartel. You have the appropriate wardrobe, accent, mannerisms, and proper identification with Consortium verification watermarks for this persona, as well as social connections going back years. Choose two appropriate types of districts (slums, residential, business, private community, industrial, or Little Taona); while you are in this persona, you are not conspicuous in those districts. You can revert to your normal identity at any time.

DISTRACTION

When you are in a scene, other members of your crew do not generate heat for being conspicuous in that scene, provided you create a reasonable distraction.

LEVERAGE

During a planning scene, you can choose one Judge-controlled character who you have interacted with and learn his or her greatest desire. The Judge must tell you what that character desires or is driven by above all else; if the Judge cannot or chooses not to, you decide what that greatest desire is instead.

SKILLS

Lie to Someone	90%	Distract Someone	65%
Convince Someone.....	80%	Gossip with Execs.....	65%
Hack a Computer	80%	Run Like Hell	65%
Pick Someone's Pocket.....	80%	Throw Something.....	65%
Read Someone's Emotions.....	80%	Anything Else.....	50%
Create a Disguise	65%		

GETTING THE JOB DONE

DAY AND NIGHT SEGMENTS

All Jobs have a time limitation. Each day is divided into two segments, one covering the daytime, and one for nighttime. During each segment you can accomplish either planning or legwork, or (when the time comes) execute your plan, usually as a drama scene.

PLANNING

You have 15 minutes to discuss plans with the members of the crew. At the end of that time, you can either choose to spend another day or night segment planning, or start doing legwork. Each Job starts with a planning scene that is a part of receiving the Job from the broker.

LEGWORK

During legwork, each player takes the lead describing one scene, using the following format:

Describe **one thing you want to get out of the scene** (a specific piece of information, some asset or resource, the cooperation or aid of an individual, and so on), and describe **the place you are going to get it**. You then describe **how you are going to get it** and, if necessary, **who you interact with** to get what you want.

Though you can lead only one legwork scene per segment, you can participate in as many legwork scenes led by other players as you want.

Legwork scenes can be used to:

- ◆ Gain information about a mark or target, such as exploitable weaknesses
- ◆ Recruit additional help with some part of the Job
- ◆ Dispose of or otherwise neutralize any impediments to pulling off the Job
- ◆ Put objects or allies into place in preparation for pulling off the Job

DRAMA SCENES

During a drama scene, you and the antagonists in the scene take actions in turns (with Judge-controlled characters acting first, then the crew). Fight scenes, chase scenes, and other moments of tension can all be drama scenes.


HEAT AND COMPLICATIONS

Heat is a resource the Judge can spend to introduce complications into a scene. Each member of your crew generates 1 heat (🔥) at the start of every segment just for being on the Job. If you participate in a scene that takes place in a part of the city where you are conspicuous, you generate 2 heat (🔥🔥). If you are sloppy or reckless while committing crimes, you generate more heat.

HACKER

The NuWorld is your domain and you play the virtual keyboard like a maestro, opening up files that would remain sealed to others and sifting through their precious data. You access information, overcome security systems, track things down, and generally hide your tracks from the Spiders and others who try and stop you. You're a virtual ghost in the machine, gone with the swag before anyone even knows you were there. With your help, your Crew can be in and out like a breeze without anyone the wiser.

EQUIPMENT

- ◆ Two burner computer interfaces
- ◆ Helmet and haptics NuWorld interface
- ◆ Bag full of data cards storing thousands of programs and viruses
- ◆ Computer tablet loaded with custom-programmed hacking software (+20 damage on hacking attacks)
- ◆ Compact pistol (damage +20, add 1 advantage die () on rolls to conceal)

CREATE VIRUS

During a planning scene, you can create one specialized computer virus that you describe to the Judge. The virus can should target a specific computer system; for example, you could create a virus that infects the city's traffic control system and causes it to go haywire, or a virus that infects corporate personnel file systems and erases all of their data. You must describe the **end result** of the use of the virus, **how fast and to what systems it can spread**, and name at least one **aspect of its programming that could cause unpredictable results**. The Judge may rule that the virus is not setting appropriate, and you can come up with a different idea if you so choose.

HACKER KNOWLEDGE

You know about artificial intelligence, computers, and the NuWorld, in addition to the things listed on your cartel sheet.

VIRTUAL SHADOW

You are not conspicuous in the NuWorld, regardless of what your cartel sheet says.

SKILLS

Hack a Computer	90%	Outdrink Someone.....	65%
Conceal an Object	80%	Run Like Hell	65%
Gossip with AI	80%	Shoot Someone	65%
Gossip with Wageslaves	80%	Size Someone Up	65%
Navigate Bureaucracy	80%	Anything Else.....	50%
Convince Someone.....	65%		

GETTING THE JOB DONE

DAY AND NIGHT SEGMENTS

All Jobs have a time limitation. Each day is divided into two segments, one covering the daytime, and one for nighttime. During each segment you can accomplish either planning or legwork, or (when the time comes) execute your plan, usually as a drama scene.

PLANNING

You have 15 minutes to discuss plans with the members of the crew. At the end of that time, you can either choose to spend another day or night segment planning, or start doing legwork. Each Job starts with a planning scene that is a part of receiving the Job from the broker.

LEGWORK

During legwork, each player takes the lead describing one scene, using the following format:

Describe **one thing you want to get out of the scene** (a specific piece of information, some asset or resource, the cooperation or aid of an individual, and so on), and describe **the place you are going to get it**. You then describe **how you are going to get it** and, if necessary, **who you interact with** to get what you want.

Though you can lead only one legwork scene per segment, you can participate in as many legwork scenes led by other players as you want.

Legwork scenes can be used to:

- ◆ Gain information about a mark or target, such as exploitable weaknesses
- ◆ Recruit additional help with some part of the Job
- ◆ Dispose of or otherwise neutralize any impediments to pulling off the Job
- ◆ Put objects or allies into place in preparation for pulling off the Job

DRAMA SCENES

During a drama scene, you and the antagonists in the scene take actions in turns (with Judge-controlled characters acting first, then the crew). Fight scenes, chase scenes, and other moments of tension can all be drama scenes.

HEAT AND COMPLICATIONS

Heat is a resource the Judge can spend to introduce complications into a scene. Each member of your crew generates 1 heat (🔥) at the start of every segment just for being on the Job. If you participate in a scene that takes place in a part of the city where you are conspicuous, you generate 2 heat (🔥🔥). If you are sloppy or reckless while committing crimes, you generate more heat.

MAKER

You are a tinkerer, a crafter, someone who makes things. You specialize in the creation of cybernetics, allowing you to craft upgrades for the members of your crew as they become necessary on the Job. Your hive is filled with thousands upon thousands of blueprints and diagrams, giving you encyclopedic access to an infinite array of devices. Additionally, you have been entrusted by your cartel with a nanoprinting cloud and the internal software necessary to control it, along with a container of raw materials, allowing you to craft objects necessary for your crew's plan to succeed.

EQUIPMENT

- ◆ Bag of electronic parts and delicate tools
- ◆ Nanoprinting cloud and a container of raw materials
- ◆ Plasma stiletto (damage +10, deals 2 wounds when wounding)
- ◆ Computer tablet loaded with hacking software (+10 damage on hacking attacks)

CYBERNETIC ENHANCEMENTS

During a planning scene, you can create one cybernetic enhancement that you describe to the Judge. The enhancement must be an electronic and mechanical device that is connected to the nerves and living tissue of a host to replace or upgrade a specific body part in some way. You must describe the **nature of the enhancement** granted by this cybernetic replacement part, the **organ or limb it replaces**, and at least **one flaw in its design**. The Judge can rule that the cybernetic enhancement is not setting appropriate, and you can come up with a different idea if you so choose. As a part of using this benefit, you also install that cybernetic enhancement in a member of your crew.

NANOPRINTING

Instead of taking the lead on a legwork scene, you can use your nanoprinting cloud to construct a single non-unique item that you describe. The item must be something you could reasonably have obtained the blueprint for, as determined by the Judge, and the object must be small enough to be carried by a single person in two hands.

NANOTECH KNOWLEDGE

You know about nanotechnology, in addition to the things you know about listed on your cartel sheet.

SKILLS

Build Something.....	90%	Distract Someone.....	65%
Appraise Something.....	80%	Gossip with Citizens.....	65%
Break Something.....	80%	Hack a Computer.....	65%
Conceal an Object.....	80%	Run Like Hell.....	65%
Play Games.....	80%	Anything Else.....	50%
Case the Joint.....	65%		

GETTING THE JOB DONE

DAY AND NIGHT SEGMENTS

All Jobs have a time limitation. Each day is divided into two segments, one covering the daytime, and one for nighttime. During each segment you can accomplish either planning or legwork, or (when the time comes) execute your plan, usually as a drama scene.

PLANNING

You have 15 minutes to discuss plans with the members of the crew. At the end of that time, you can either choose to spend another day or night segment planning, or start doing legwork. Each Job starts with a planning scene that is a part of receiving the Job from the broker.

LEGWORK

During legwork, each player takes the lead describing one scene, using the following format:

Describe **one thing you want to get out of the scene** (a specific piece of information, some asset or resource, the cooperation or aid of an individual, and so on), and describe **the place you are going to get it**. You then describe **how you are going to get it** and, if necessary, **who you interact with** to get what you want.

Though you can lead only one legwork scene per segment, you can participate in as many legwork scenes led by other players as you want.

Legwork scenes can be used to:

- ◆ Gain information about a mark or target, such as exploitable weaknesses
- ◆ Recruit additional help with some part of the Job
- ◆ Dispose of or otherwise neutralize any impediments to pulling off the Job
- ◆ Put objects or allies into place in preparation for pulling off the Job

DRAMA SCENES

During a drama scene, you and the antagonists in the scene take actions in turns (with Judge-controlled characters acting first, then the crew). Fight scenes, chase scenes, and other moments of tension can all be drama scenes.

HEAT AND COMPLICATIONS

Heat is a resource the Judge can spend to introduce complications into a scene. Each member of your crew generates 1 heat (🔥) at the start of every segment just for being on the Job. If you participate in a scene that takes place in a part of the city where you are conspicuous, you generate 2 heat (🔥🔥). If you are sloppy or reckless while committing crimes, you generate more heat.


MASTERMIND

No Job goes well without a plan, and you are the person who hatches that plan. You have a mind for inventing complex schemes and intricate plots. You see the connections between people, places, and events in a complex web, and know how to formulate and execute a plan with many moving parts. You create plans that require precise timing, complex cons, and so many twists and turns that only you can see the full shape of it. Even when it looks like things are starting to fall apart, you reveal another facet of your plan that turns the tables in favor of your crew.



EQUIPMENT

- ◆ Encoded database of schemes, whose decryption key only you know
- ◆ Signet ring or other identifying jewelry
- ◆ Walking cane (damage +10)
- ◆ Computer tablet loaded with hacking software (+10 damage on hacking attacks)
- ◆ A bottle of whiskey

ALL PART OF THE PLAN

During legwork or drama scenes, you can describe flashbacks to things that you did as a part of hatching your plan for the Job. You can spend 1 Influence () to describe something that you or a member of your crew could have done during a previous day or night segment that would have an impact on the current scene. If the Judge agrees that it is feasible, the action you described becomes the truth of what happened and begins to impact the current scene.

PREP WORK

During a planning scene, you can help your crew prepare to make their next move. Choose one skill and one member of your crew, and describe how you help them prepare; during the next segment, that ally gains two advantage dice ( ) on all rolls made with that skill.

SKILLS

Case the Joint	90%	Forge a Document	65%
Convince Someone.....	80%	Gossip with Execs.....	65%
Navigate Bureaucracy	80%	Pick Someone's Pocket	65%
Play Games	80%	Run Like Hell	65%
Size Someone Up	80%	Anything Else.....	50%
Brawl with Someone	65%		

GETTING THE JOB DONE

DAY AND NIGHT SEGMENTS

All Jobs have a time limitation. Each day is divided into two segments, one covering the daytime, and one for nighttime. During each segment you can accomplish either planning or legwork, or (when the time comes) execute your plan, usually as a drama scene.

PLANNING

You have 15 minutes to discuss plans with the members of the crew. At the end of that time, you can either choose to spend another day or night segment planning, or start doing legwork. Each Job starts with a planning scene that is a part of receiving the Job from the broker.

LEGWORK

During legwork, each player takes the lead describing one scene, using the following format:

Describe **one thing you want to get out of the scene** (a specific piece of information, some asset or resource, the cooperation or aid of an individual, and so on), and describe **the place you are going to get it**. You then describe **how you are going to get it** and, if necessary, **who you interact with** to get what you want.

Though you can lead only one legwork scene per segment, you can participate in as many legwork scenes led by other players as you want.

Legwork scenes can be used to:

- ◆ Gain information about a mark or target, such as exploitable weaknesses
- ◆ Recruit additional help with some part of the Job
- ◆ Dispose of or otherwise neutralize any impediments to pulling off the Job
- ◆ Put objects or allies into place in preparation for pulling off the Job

DRAMA SCENES

During a drama scene, you and the antagonists in the scene take actions in turns (with Judge-controlled characters acting first, then the crew). Fight scenes, chase scenes, and other moments of tension can all be drama scenes.

HEAT AND COMPLICATIONS

Heat is a resource the Judge can spend to introduce complications into a scene. Each member of your crew generates 1 heat (🔥) at the start of every segment just for being on the Job. If you participate in a scene that takes place in a part of the city where you are conspicuous, you generate 2 heat (🔥🔥). If you are sloppy or reckless while committing crimes, you generate more heat.

MEDIC

With your medical background, you are able to fan the spark of life to restore someone to health, drawing them back from death's door using every advantage technology has to offer. You know how to craft and administer designer pharmaceuticals, which you can put to work both healing and harming depending on their application. Not every harmful pharmaceutical you craft needs to kill; you are entirely capable of producing drugs that irritate, influence, or intoxicate the target. At the same time, your helpful pharmaceuticals do not always fall within standard medical practices, and healing is not always their goal; your pharmaceutical cocktails can trigger specific chemical reactions designed to enhance senses, stoke the flow of adrenaline, and push the body well beyond the bounds of normal human function.

EQUIPMENT

- ◆ Emergency medical kit
- ◆ Gas mask and hazmat gear
- ◆ Plasma stiletto (damage +10, deals 2 wounds when wounding)

DESIGNER PHARMACEUTICALS

During a planning scene, you can create one dose of a custom pharmaceutical that you describe to the Judge. The pharmaceutical must be something that affects the physical, mental, or emotional state of a living thing through biological means. You must describe the **end result** of the use of the pharmaceutical, the **delivery method** (whether the pharmaceutical is inhaled, ingested, absorbed by touch, or other means), and at least **one dangerous aspect of its use**. The Judge can rule that the pharmaceutical is not setting appropriate, and you can come up with a different idea if you so choose.

MEDICAL KNOWLEDGE

You know about cybernetics, genetic engineering, hives, and pharmaceuticals, in addition to the things you know about listed on your cartel sheet.

SKILLS

Use a Pharmaceutical Dose.....	90%	Gossip with Execs.....	65%
Distract Someone.....	80%	Pick Someone's Pocket.....	65%
Lie to Someone.....	80%	Run Like Hell.....	65%
Outdrink Someone.....	80%	Stab Someone.....	65%
Size Someone Up.....	80%	Anything Else.....	50%
Conceal an Object.....	65%		

GETTING THE JOB DONE

DAY AND NIGHT SEGMENTS

All Jobs have a time limitation. Each day is divided into two segments, one covering the daytime, and one for nighttime. During each segment you can accomplish either planning or legwork, or (when the time comes) execute your plan, usually as a drama scene.

PLANNING

You have 15 minutes to discuss plans with the members of the crew. At the end of that time, you can either choose to spend another day or night segment planning, or start doing legwork. Each Job starts with a planning scene that is a part of receiving the Job from the broker.

LEGWORK

During legwork, each player takes the lead describing one scene, using the following format:

Describe **one thing you want to get out of the scene** (a specific piece of information, some asset or resource, the cooperation or aid of an individual, and so on), and describe **the place you are going to get it**. You then describe **how you are going to get it** and, if necessary, **who you interact with** to get what you want.

Though you can lead only one legwork scene per segment, you can participate in as many legwork scenes led by other players as you want.

Legwork scenes can be used to:

- ◆ Gain information about a mark or target, such as exploitable weaknesses
- ◆ Recruit additional help with some part of the Job
- ◆ Dispose of or otherwise neutralize any impediments to pulling off the Job
- ◆ Put objects or allies into place in preparation for pulling off the Job

DRAMA SCENES

During a drama scene, you and the antagonists in the scene take actions in turns (with Judge-controlled characters acting first, then the crew). Fight scenes, chase scenes, and other moments of tension can all be drama scenes.

HEAT AND COMPLICATIONS

Heat is a resource the Judge can spend to introduce complications into a scene. Each member of your crew generates 1 heat (🔥) at the start of every segment just for being on the Job. If you participate in a scene that takes place in a part of the city where you are conspicuous, you generate 2 heat (🔥🔥). If you are sloppy or reckless while committing crimes, you generate more heat.

MOLE

You are the undercover agent who works from within the target's organization. You blend in wherever you go, assuming temporary occupations with casual ease and gaining access to the most secure locations with a combination of disguises, forgeries, and the ability to be so unassuming that other peoples' eyes seem to pass across you without even noticing that you are there. Unlike other con artists who put themselves front and center, you minimize your interactions with others, maintaining your cover story for as long as possible. You find information that can only be gleaned by observing someone's actions and conversations firsthand, and crews value your ability to access secure areas and glean the details of a discussion, even from afar.

EQUIPMENT

- ◆ Burner tablet with forgery software
- ◆ Retinal scan-baffling contact lenses
- ◆ Laser pistol (damage +20, treat all rolls for attacks less than 20 as though they are 20)

ON THE INSIDE

During a legwork scene or drama scene that you are not already a part of, you can choose one Judge-controlled character and reveal that the character you chose was, in fact, you in disguise all along, and join the scene. The character you choose must be a minion or other, minor background character, and the Judge must agree that the character is not pivotal to the scene. When you reveal yourself in this way, you cannot do so again until the next day or night segment, since you need time to reestablish any false identities. You do not generate heat for being conspicuous in this scene.

POLYGLOT

You are fluent in all spoken languages. You can also read lips perfectly.

SKILLS

Create a Disguise	90%	Hack a Computer	65%
Case the Joint	80%	Lie to Someone	65%
Locate Someone.....	80%	Play Games	65%
Forge a Document.....	80%	Shoot Someone	65%
Sneak Around	80%	Anything Else.....	50%
Climb, Jump, Tumble.....	65%		

GETTING THE JOB DONE

DAY AND NIGHT SEGMENTS

All Jobs have a time limitation. Each day is divided into two segments, one covering the daytime, and one for nighttime. During each segment you can accomplish either planning or legwork, or (when the time comes) execute your plan, usually as a drama scene.

PLANNING

You have 15 minutes to discuss plans with the members of the crew. At the end of that time, you can either choose to spend another day or night segment planning, or start doing legwork. Each Job starts with a planning scene that is a part of receiving the Job from the broker.

LEGWORK

During legwork, each player takes the lead describing one scene, using the following format:

Describe **one thing you want to get out of the scene** (a specific piece of information, some asset or resource, the cooperation or aid of an individual, and so on), and describe **the place you are going to get it**. You then describe **how you are going to get it** and, if necessary, **who you interact with** to get what you want.

Though you can lead only one legwork scene per segment, you can participate in as many legwork scenes led by other players as you want.

Legwork scenes can be used to:

- ◆ Gain information about a mark or target, such as exploitable weaknesses
- ◆ Recruit additional help with some part of the Job
- ◆ Dispose of or otherwise neutralize any impediments to pulling off the Job
- ◆ Put objects or allies into place in preparation for pulling off the Job

DRAMA SCENES

During a drama scene, you and the antagonists in the scene take actions in turns (with Judge-controlled characters acting first, then the crew). Fight scenes, chase scenes, and other moments of tension can all be drama scenes.


HEAT AND COMPLICATIONS

Heat is a resource the Judge can spend to introduce complications into a scene. Each member of your crew generates 1 heat (🔥) at the start of every segment just for being on the Job. If you participate in a scene that takes place in a part of the city where you are conspicuous, you generate 2 heat (🔥🔥). If you are sloppy or reckless while committing crimes, you generate more heat.

OPERATOR

You have always been good with machines, more so than you are with people, and you are drawn to their company. You are a mechanical and electronic tinkerer, and you know how to create small, single-use machines that perform limited tasks for your crew. You also specialize in the use of drones of all kinds, ranging from floating, rotor-based hover drones to gyroscope-driven rolling balls outfitted with advanced sensor packages. You pilot your drones to carry objects, spy on unwitting marks, and even provide cover fire when your crew is making a hasty escape.

EQUIPMENT

- ◆ Two remote-controlled drones of a shape you describe, which can be as small as a golf ball or as large as a street motorcycle, plus a drone that houses your familiar AI
- ◆ A tinkerer's bag full of replacement drone parts
- ◆ Armor-piercing pistol (damage +20, add one advantage die () to rolls for attacks against robots and vehicles)
- ◆ Computer tablet loaded with hacking software (+10 damage on hacking attacks)

DRONE USE

You can treat a drone that you control as an extension of yourself. You can have your drone attack on your behalf as your action, using your Operate a Drone chance of success for the roll and gaining a +10 bonus to damage if your drone has a weapon. If a physical attack succeeds against your drone, it is destroyed; if any other kind of attack succeeds against the drone, it is disabled or forced to withdraw from the scene.

ELECTRONICS KNOWLEDGE

You know about electronics and mechanics, in addition to the things listed on your cartel sheet.

JURY-RIG

During a planning scene, you can create one simple mechanical device that you describe to the Judge. The device must be something that can be carried by one person, and it must have some electronic or computer component. You must describe the **singular function** of the use of the device, the **method of use** (whether the device must be operated manually, remote controlled, or is automated), and at least **one risky aspect of its use**. The Judge can rule that the device is not setting appropriate, and you can come up with a different idea if you so choose.

SKILLS

Operate a Drone	90%	Create a Disguise.....	65%
Distract Someone	80%	Goad Someone.....	65%
Locate Someone.....	80%	Gossip with Citizens	65%
Run Like Hell	80%	Sneak Around	65%
Tail Someone.....	80%	Stab Someone.....	65%
Crack a Whip	65%	Anything Else.....	50%

GETTING THE JOB DONE

DAY AND NIGHT SEGMENTS

All Jobs have a time limitation. Each day is divided into two segments, one covering the daytime, and one for nighttime. During each segment you can accomplish either planning or legwork, or (when the time comes) execute your plan, usually as a drama scene.

PLANNING

You have 15 minutes to discuss plans with the members of the crew. At the end of that time, you can either choose to spend another day or night segment planning, or start doing legwork. Each Job starts with a planning scene that is a part of receiving the Job from the broker.

LEGWORK

During legwork, each player takes the lead describing one scene, using the following format:

Describe **one thing you want to get out of the scene** (a specific piece of information, some asset or resource, the cooperation or aid of an individual, and so on), and describe **the place you are going to get it**. You then describe **how you are going to get it** and, if necessary, **who you interact with** to get what you want.

Though you can lead only one legwork scene per segment, you can participate in as many legwork scenes led by other players as you want.

Legwork scenes can be used to:

- ◆ Gain information about a mark or target, such as exploitable weaknesses
- ◆ Recruit additional help with some part of the Job
- ◆ Dispose of or otherwise neutralize any impediments to pulling off the Job
- ◆ Put objects or allies into place in preparation for pulling off the Job

DRAMA SCENES

During a drama scene, you and the antagonists in the scene take actions in turns (with Judge-controlled characters acting first, then the crew). Fight scenes, chase scenes, and other moments of tension can all be drama scenes.


HEAT AND COMPLICATIONS

Heat is a resource the Judge can spend to introduce complications into a scene. Each member of your crew generates 1 heat (🔥) at the start of every segment just for being on the Job. If you participate in a scene that takes place in a part of the city where you are conspicuous, you generate 2 heat (🔥🔥). If you are sloppy or reckless while committing crimes, you generate more heat.

SHARPSHOOTER

You have the eye of a marksman and the steady aim of a statue. What you aim for, you hit, and you ignore distractions and other disadvantages to any shot you make. You can hit a running target on a dark night in the middle of a driving rainstorm, or shoot down a carrier drone in flight just by hearing the hum of its rotors. You are capable of pulling off incredible trick shots, either to impress or intimidate other people. Your ability to hit a target regardless of range and distraction makes you a reliable assassin, and you are often called upon to provide armed backup on a Job that might turn violent.



EQUIPMENT

- ◆ Rail pistol (damage +20, add one advantage die () to rolls for attacks against targets at long range)
- ◆ Laser pistol (damage +20, treat all rolls for attacks less than 20 as though they are 20)
- ◆ Fusion sniper rifle (damage +80, requires one action to charge)
- ◆ Bag full of ammunition and energy cells
- ◆ Long-range binoculars

BARRAGE

When you succeed on an attack against a squad of minions when using a firearm or a weapon you throw, you reduce the squad's size by 2 instead of by 1. Any boons you roll on that attack also reduce the squad's size by 2 for each boon, instead of 1.

STEADY AIM

You automatically cancel up to two drawbacks ( ) when attacking with a firearm or a weapon you throw.

WEAPON KNOWLEDGE

You know about weapons, in addition to the things listed on your cartel sheet.

SKILLS

Shoot Someone	90%	Distract Someone	65%
Case the Joint	80%	Gossip with Criminals	65%
Conceal an Object	80%	Play Games	65%
Goad Someone	80%	Outdrink Someone	65%
Intimidate Someone	80%	Sneak Around	65%
Size Someone Up	80%	Anything Else	50%
Throw Something	80%		

GETTING THE JOB DONE

DAY AND NIGHT SEGMENTS

All Jobs have a time limitation. Each day is divided into two segments, one covering the daytime, and one for nighttime. During each segment you can accomplish either planning or legwork, or (when the time comes) execute your plan, usually as a drama scene.

PLANNING

You have 15 minutes to discuss plans with the members of the crew. At the end of that time, you can either choose to spend another day or night segment planning, or start doing legwork. Each Job starts with a planning scene that is a part of receiving the Job from the broker.

LEGWORK

During legwork, each player takes the lead describing one scene, using the following format:

Describe **one thing you want to get out of the scene** (a specific piece of information, some asset or resource, the cooperation or aid of an individual, and so on), and describe **the place you are going to get it**. You then describe **how you are going to get it** and, if necessary, **who you interact with** to get what you want.

Though you can lead only one legwork scene per segment, you can participate in as many legwork scenes led by other players as you want.

Legwork scenes can be used to:

- ◆ Gain information about a mark or target, such as exploitable weaknesses
- ◆ Recruit additional help with some part of the Job
- ◆ Dispose of or otherwise neutralize any impediments to pulling off the Job
- ◆ Put objects or allies into place in preparation for pulling off the Job

DRAMA SCENES

During a drama scene, you and the antagonists in the scene take actions in turns (with Judge-controlled characters acting first, then the crew). Fight scenes, chase scenes, and other moments of tension can all be drama scenes.

HEAT AND COMPLICATIONS

Heat is a resource the Judge can spend to introduce complications into a scene. Each member of your crew generates 1 heat (🔥) at the start of every segment just for being on the Job. If you participate in a scene that takes place in a part of the city where you are conspicuous, you generate 2 heat (🔥🔥). If you are sloppy or reckless while committing crimes, you generate more heat.

THIEF

You take things that don't belong to you and go places you aren't supposed to. Your light fingers lift tablets, cut purse straps, and flit across the pockets of other peoples' clothing without your victims ever becoming aware of your efforts, all in broad daylight under the cover of a bustling crowd. You are exceptionally talented at slipping into places where you are not wanted, a ghost who violates the sanctity of supposedly secure areas. Few locks can defy you, and you laugh off even the most expensive security measures as amateur work.

EQUIPMENT

- ◆ Laser knife (+10 damage, treat all rolls for attacks less than 20 as though they are 20)
- ◆ Electronic lock keycard forger and a bag containing assorted thieves' tools
- ◆ Vibration-dampening boots and gloves

PLANT

When you pick someone's pocket, you can leave something on their person without them noticing.

SECOND STORY WORK

You can find a way into any building in the city. You can enter any building without being seen or heard by way of any floor you choose, in a manner in which you describe. You automatically succeed, without rolling dice, on any check you would make to bypass a lock, climb, jump, tumble, or sneak around to enter the building, based on your description. Once you are inside the building, the Judge may require to you make rolls to remain undetected.

SECURITY KNOWLEDGE

You know about security systems, in addition to the things listed on your cartel sheet.

SKILLS

Bypass a Lock.....	90%	Conceal an Object	65%
Case the Joint	80%	Create a Disguise	65%
Climb, Jump, Tumble.....	80%	Hack a Computer	65%
Distract Someone	80%	Lie to Someone	65%
Pick Someone's Pocket.....	80%	Run Like Hell	65%
Sneak Around	80%	Anything Else.....	50%
Appraise Something.....	65%		

GETTING THE JOB DONE

DAY AND NIGHT SEGMENTS

All Jobs have a time limitation. Each day is divided into two segments, one covering the daytime, and one for nighttime. During each segment you can accomplish either planning or legwork, or (when the time comes) execute your plan, usually as a drama scene.

PLANNING

You have 15 minutes to discuss plans with the members of the crew. At the end of that time, you can either choose to spend another day or night segment planning, or start doing legwork. Each Job starts with a planning scene that is a part of receiving the Job from the broker.

LEGWORK

During legwork, each player takes the lead describing one scene, using the following format:

Describe **one thing you want to get out of the scene** (a specific piece of information, some asset or resource, the cooperation or aid of an individual, and so on), and describe **the place you are going to get it**. You then describe **how you are going to get it** and, if necessary, **who you interact with** to get what you want.

Though you can lead only one legwork scene per segment, you can participate in as many legwork scenes led by other players as you want.

Legwork scenes can be used to:

- ◆ Gain information about a mark or target, such as exploitable weaknesses
- ◆ Recruit additional help with some part of the Job
- ◆ Dispose of or otherwise neutralize any impediments to pulling off the Job
- ◆ Put objects or allies into place in preparation for pulling off the Job

DRAMA SCENES

During a drama scene, you and the antagonists in the scene take actions in turns (with Judge-controlled characters acting first, then the crew). Fight scenes, chase scenes, and other moments of tension can all be drama scenes.

HEAT AND COMPLICATIONS

Heat is a resource the Judge can spend to introduce complications into a scene. Each member of your crew generates 1 heat (🔥) at the start of every segment just for being on the Job. If you participate in a scene that takes place in a part of the city where you are conspicuous, you generate 2 heat (🔥🔥). If you are sloppy or reckless while committing crimes, you generate more heat.