

# Using TechNoir Transmissions to play The Veil

This document outlines a method to use a Transmission from TechNoir (by Jeremy Keller) when playing The Veil (by Fraser Simons). The right hand side of the page is a worked example.

1. Create characters according The Veil, with the following exceptions:

- Don't give PCs any cyberware
- Each PC receives 1 extra Cred on top of what's specified in The Veil rules
- Don't complete PC Beliefs/Questions

2. Players select 3 Connections from the Transmission as per TN rules (p20)

3. Assign relationship adjectives as per TN rules (p22), and give each PC and their Connections get 1 Giri/Obligation on each other.

4. Players spend PC cred on gear or installing cyberware, if they wish.

- Unlike in The Veil rules, during character generation each piece of cyberware costs 2 cred to be installed.

5. Favours from Connections are called in, as per TN rules (p39,58).

- See the modified Favours (based on TN p39) below.

Name	Playbook	Cred	Held	Giri/Obligation	Owed	Ash's Connections
Cyberware	Beliefs/Questions					

A representation of the pertinent sections of a character sheet.

Name	Playbook	Cred	Held	Giri/Obligation	Owed	Ash's Connections
Ash	The Architect	3	0	Brax	1	
			1	Carmil	0	
			1	Dupon	0	
Cyberware	Beliefs/Questions					

PCs are created, including answering Giri/Obligation questions (other PCs are Brax, Carmil, Dupon), with one extra cred (Architects get 2 in The Veil rules), excluding cyberware and Beliefs/Questions.

Name	Playbook	Cred	Held	Giri/Obligation	Owed	Ash's Connections
Ash	The Architect	3	0	Dupon	1	Xano ( <i>chop, fix</i> )
			1	Carmil	0	Yesh ( <i>date, shark</i> )
			1	Brax	0	Zimmer ( <i>fix, splice</i> )
Cyberware	Beliefs/Questions					

Connections (Xano, Yesh, Zimmer) are selected from the Transmission.

Name	Playbook	Cred	Held	Giri/Obligation	Owed	Ash's Connections
Ash	The Architect	3	0	Dupon	1	Xano ( <i>chop, fix</i> )
			1	Carmil	0	Yesh ( <i>date, shark</i> )
			1	Brax	0	Zimmer ( <i>fix, splice</i> )
			1	Xano ( <i>Lustful</i> )	1	
			1	Yesh ( <i>Respectful</i> )	1	
			1	Zimmer ( <i>Trusting</i> )	1	
Cyberware	Beliefs/Questions					

Connections are given relationship adjectives and Giri/Obligation held on them and by them.

Name	Playbook	Cred	Held	Giri/Obligation	Owed	Ash's Connections
Ash	The Architect	1	0	Dupon	1	Xano ( <i>chop, fix</i> )
			1	Carmil	0	Yesh ( <i>date, shark</i> )
			1	Brax	0	Zimmer ( <i>fix, splice</i> )
			1	Xano ( <i>Lustful</i> )	1	
			1	Yesh ( <i>Respectful</i> )	1	
			1	Zimmer ( <i>Trusting</i> )	1	
Cyberware	Beliefs/Questions					
Legs + <i>responsive</i>						

Ash spends 2 cred to get cyberware legs installed.

Name	Playbook	Cred	Held	Giri/Obligation	Owed	Ash's Connections
Ash	The Architect	1	0	Dupon	1	Xano ( <i>chop, fix</i> )
			1	Carmil	0	Yesh ( <i>date, shark</i> )
			1	Brax	0	Zimmer ( <i>fix, splice</i> )
			1	Xano	1	
			1	Yesh	1	
			1	Zimmer	1	
Cyberware	Beliefs/Questions					
Legs + <i>responsive</i>						
Arms + <i>compensating</i>						

Ash calls in a splice Favour from Zimmer to get cyberware arms installed.

6. Take turns creating Beliefs/Questions as per The Veil rules.

Name	Playbook	Cred	Held	Giri/Obligation	Owed	Ash's Connections
Ash	The Architect	1	0	Dupon	1	Xano ( <i>chop, fix</i> )
			1	Carmil	0	Yesh ( <i>date, shark</i> )
Cyberware	Beliefs/Questions		1	Brax	0	Zimmer ( <i>fix, splice</i> )
Legs <i>+responsive</i>	Were the cartel responsible?		1	Xano	1	
Arms <i>+compensating</i>	How can I find my master?		1	Yesh	1	
	Why does Xano have a bomb?		1	Zimmer	1	

Beliefs/Questions are created.

## Notes

- It's suggested that you ignore The Veil rule that requires every player to use the Link move at least once in the first session. Also, probably avoid allowing the Link move to be used to create additional Connections (PCs who will always, when leaned on, automatically provide beneficial information even without dice being rolled) unless replacing dead Connections.
- The exchange rate used from TechNoir Kred to The Veil Cred here is: 40% rounded up (minimum 1).
- The extra Cred given at character creation above what The Veil rules specify is to offset the fact that cybernetics must have their installation paid for during character creation. Further cybernetics can be installed during character creation via the Splice Favour.

## Favours, slightly modified for The Veil

- **Chop:** Sell you a stolen vehicle at an 4 Cred discount or buy a stolen vehicle from you at a 4 Cred discount. Tag the vehicle *+stolen*
- **Date:** Attend a function with you, getting you access somewhere you wouldn't be welcome otherwise.
- **Deal:** Provide a dose of drugs, chemical or digital, 1 Cred.
- **Fence:** Buy a bulk load of stolen merchandise from you for 2 Cred.
- **Fix:** Sell you up to three gear of the type they specialise in (e.g. weapons), each discounted by 1 Cred. The discount may make them free. Tag the gear *+stolen*
- **Ride:** Transport you, a friend, or illicit goods to a destination inside or just out of the city.
- **Shark:** Lend you 4 Cred, expecting repayment. Make note that a debt is owed to this Connection.
- **Splice:** Install a cybernetic object (or an object with the *+implanted* tag) for free.

# Tips on Using Transmissions and NPCs

Connections are people who at least appear to those that PCs can expect to help them out when asked. For example, friends, family, lovers, mentors, proteges, sidekicks, long-time colleagues or business partners, etc. This could be just a ruse though, or it could be real but change during play – they may turn on the PCs in some cases, or just try to use them for their own ends. Remember too that Relationship Adjectives only describe how the PC feels about the Connection – not how the Connection feels about the PC. Connections have their own agendas, that may or may not align with those of the PCs. NPCs will do whatever they need to to protect themselves, especially when they're mixed up in something nefarious.

Going to see a Connection of yours to get information always works – the Connection may not like it, they might be reluctant, might lie, deceive, or say stonewall, but the PC always gets some kind of new information (a new node or line between nodes) from the visit, somehow – even if it's a trivial as noticing something out of place. Going to get information from someone else's Connection on the other hand is a very different story. If the actual *truth* is what the PC wants then for some Connections they may have to make a move against the Connection and roll dice to get that. Looking for clues or calling in a Connection's Favour is likewise also always fruitful (don't forget that getting a Favour from a Connection means adding them to the plot map if they're not already there, and adding a link between them and an existing node if they are).

A relationship map can be handy – showing relationships between PCs and NPCs. A Connection with relationships with two or more PCs should be pressuring one or both of the PCs to get something that they want, but something that doesn't suit everyone in this PC-NPC-PC triangle. NPCs should attempt to use PCs to get what they want and advance their own plans, including playing off one PC against another if that will help them.

PCs should be people who are *“highly-visible and confrontational. Scheming con artists, hard-nosed detectives, brutal thugs, and over-confident hackers are a few starting points for more appropriate character concepts.”*

If you can see an ideal result for a roll, you don't have to roll, just pick it. The Transmission is there to help you, not get in your way.

A Transmission being played will build up from the initial seed, gathering nodes until the plot becomes apparent, and then continuing to gain nodes until it becomes unwieldy – at this point it may be time to roll over to a new Transmission. Typically PCs will start at the edge of the plot map and work their way in, until they reach the mission seed and discover the underlying story. Cross nodes or lines off the plot map as they expire. T Dead Connections can be replaced with fresh ones if desired (a good use for the Link move).

Once enough nodes are in place for you to start seeing the plot, be proactive, have Connections, Threats, and Factions take action themselves. NPCs have goals and motivations, keep them in mind even when the NPCs aren't in the current scene. They could try to trap, distract, use, kill, hire, or even protect the PCs...anything that makes sense for that NPC.

# Ways for Connections to Give Leads

Some more flavoursome options besides: “ I know X is involved with Y”, heavily based on the list from Morenoir by Justin Alexander and Jeremy Keller.

- Inaccurate information
- They give information but for entirely their own reasons/goals
- They can provide an introduction to someone who knows more
- They're obviously too scared to admit they know anything about the subject at hand.
- They tell you you're not the first person to come asking them this.
- They want to be paid to talk.
- They want *you* to get *them* information about this – and they'll pay for it.
- They'll find out and tell you tomorrow....(if they're still around and in one piece)
- They tell the PCs is not a good idea to be asking that question.
- They give information to betray/use/ambush/set the PCs up.
- They have something belonging to the subject being asked about.

Look at the Connection's Favours for more ideas on how to flavour the delivery of information.

## Leaning on a Connection:

