

**FOCUS**

# CREW

**STYLE**

**CONTACT**

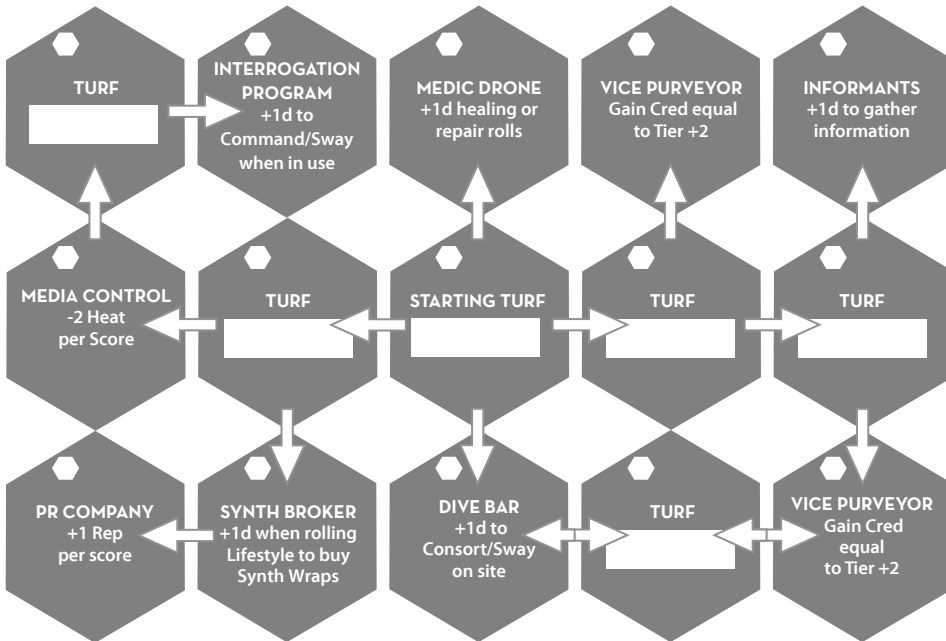
**HEAT**

**WANTED LEVEL**

**VAULT** (Requires special ability)

**REP** | **TURF**

**TIER**  
When increase TIER, all crew members receive TIER +2 stash.



Influence can be gained by asking the GM to run a session based on what you want to gain. Beware: you'll have to go up against another Faction to get each new hex.

**CREW XP**

At the end of each session, for each item below, mark 1 xp or 2 xp if the item occurred multiple times.

- Contend with challenges above your current station.
- Bolster your Crew's reputation or develop a new one.
- Express the Goals, Focus & Style, inner conflict, or essential nature of the Crew.

**SPECIAL ABILITIES**

- **MULTITASKING:** Each crew member gains an additional Downtime Activity.
- **ACCORD:** Sometimes friends are all you need. You may count up to three Factions at +3 status as if they were Turf you control. Colour in the relevant Turf boxes.
- **PATRON:** When you advance in Tier, it costs you 6 less Cred to do so. Who is your mysterious benefactor?
- **DOOR KICKERS:** When you execute an ASSAULT plan, take +1d to the Engagement roll.
- **SOFTLY SOFTLY:** When you execute a STEALTH plan, take +1d to the Engagement roll.
- **MASTERS OF DISGUISE:** When you execute a DECEPTION plan, take +1d to the Engagement roll.
- **SPIN DOCTORS:** You control the narrative. Take -1 Heat during Downtime.
- **PROFESSIONALS:** When you end a Downtime on zero Heat, you gain +1 Rep.
- **PRACTICE MAKES PERFECT:** Each player chooses one of INSIGHT, PROWESS, or RESOLVE. Gain 2 ticks when you Train during Downtime instead of 1.
- **THEY OWE US:** Once per session you can call on one of your Allies to assist you in a Flashback without taking any Stress.
- **HIDDEN ASSETS:** Your Crew vault is expanded to accommodate an additional 8 Cred.

**ALLIES**

Gain these via role-playing actions during a Score, or completion of a Long-Term Project during Downtime.

**NAME:**  
**DESCRIPTION:**

OUT OF ACTION ○

**NAME:**  
**DESCRIPTION:**

OUT OF ACTION ○

**NAME:**  
**DESCRIPTION:**

OUT OF ACTION ○

**NAME:**  
**DESCRIPTION:**

OUT OF ACTION ○

**NAME:**  
**DESCRIPTION:**

OUT OF ACTION ○

**NAME:**  
**DESCRIPTION:**

OUT OF ACTION ○








**DOWNTIME PROJECTS & NOTES**

## MEGACORPS

FACTION NAME	TIER	STATUS	NOTES
Dark Rock	5		
JGG	5		
Nuntia Vulpe	4		
Nerrick Biotech	4		
Rytell Industries	4		
Permanent Solutions	4		
Orion Group	3		

When your Score impacts negatively on another Faction (e.g. if you take an Influence hex belonging to them), you will gain -1 or -2 Status with that Faction.

When you aid a Faction, you may receive +1 or even +2 Status with them.






-  +3: **COMRADES:** will help you even if it not in their best interests. They expect you to do the same for them.
-  +2: **FRIENDLY:** will help you unless it creates a serious problem for them.
-  +1: **HELPFUL:** will help you if it causes them no problems.
-  0: **NEUTRAL**
-  -1: **INTERFERING:** will cause you trouble if it doesn't mean too much effort.
-  -2: **HOSTILE:** will go out of the way to create problems for you. They expect the same from you, and act accordingly.
-  -3: **AT WAR:** will actively seek you out in order to hurt you, even when doing so significantly interrupts their business.

## CRIMINALS

FACTION NAME	TIER	STATUS	NOTES
The Boatmen	4		
Breakers	3		
Church of Blessed Unity	3		
The Caro Line	2		
Legion of Altair	2		
RB-7	2		
Marko Transport	2		
The Scarlet Crows	1		

## WAR

If your Crew ever develops a -3 Status with another Faction, you are openly At War. This impacts several aspects of the game:

-  Your Crew receives +1 Heat per Score
-  Temporarily lose 1 Turf
-  You cannot gain further Influence hexes whilst At War
-  PCs receive one fewer Downtime Action
-  During the Score the GM might introduce interfering Faction NPCs, leading to more Desperate situations

To end the war, your Crew must either eliminate the opposing Faction or negotiate a settlement by mutual agreement to establish a new Status rating.

## BACKGROUND

## VICE

faith gambling luxury obligation pleasure stupor weird obsession  
 Additional details:

## APPEARANCE IN VIRTUAL

## HEALING

## HARM

3

2

1

NEED HELP

-1d

LESS EFFECT

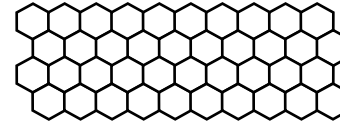
Usually Harm received in Virtual will disappear when you next Jump. Discuss with your GM if any requires Healing.

## DOWNTIME PROJECTS & NOTES

# TRUISER

NAME

## CRED STASH



## STRESS

## TRAUMA

cold haunted obsessed  
 paranoid reckless soft  
 unstable vicious

## INSIGHT

- HUNT
- STUDY
- HACK
- RIG

## PROVNESS

- FINESSE
- PROWL
- SKIRMISH
- WRECK

## RESOLVE

- INTERFACE
- COMMAND
- CON
- SWAY

## GEAR

- Scary weapon (increased Effect to intimidate)
- Manacles
- Stims (ignore Harm for the duration of one scene, take 1 Stress)
- Illegal drugs

## SPECIAL ABILITIES

**BATTLEBORN:** You may expend your Special Armour to completely ignore Harm from an attack in combat or to gain +1d for the duration of a fight.

**SAVAGE:** When you unleash physical violence, it's especially frightening. When you Command a frightened target, take +1d.

**VIGOROUS:** You recover from Harm to your Persona faster. Take +1d for Healing rolls, and permanently fill in 1 segment of your Persona healing track.

**BODYGUARD:** When you protect a teammate, take +1d to your Resistance roll. When you gather info to anticipate possible threats in the current situation, you get Increased Effect.

**MULE:** You can always hide something somewhere. You always have +1 Load, even if the GM has set the Load to zero.

**NOT TO BE TRIFLED WITH:** You can Push Yourself to do one of the following: perform a feat of physical force that verges on the superhuman OR engage a small gang on equal footing in close combat.

**TOUGH AS NAILS:** Penalties from Harm are one level less severe (level 4 Harm is still fatal). Record the Harm at its original level — for Healing purposes the original Harm level applies.

**VETERAN:** Choose a Special Ability from another Persona.

## FRIENDS & FOES

- Vinn, club bouncer.
- Doc, war veteran.
- Tan, thug.
- Creel, doctor.
- Reznik, mobster.
- Benet, weapons merchant.

## BONUS DICE

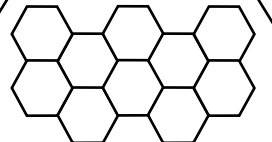
+1d

PUSH YOURSELF (2 Stress)

DEVIL'S BARGAIN

ASSIST FROM TEAM-MATE (they take 1 Stress)

## XP



At the end of each session, for each item below, mark 1 xp or 2 xp if the item occurred multiple times.

- You addressed a challenge with violence or intimidation.
- You expressed your beliefs, drives, heritage or background.
- You struggled with issues from your Vice or Traumas during the session.

## BACKGROUND

## VICE

faith gambling luxury obligation pleasure stupor weird obsession  
Additional details:

## APPEARANCE IN VIRTUAL

## HEALING

## HARM

3

2

1

NEED HELP

-1d

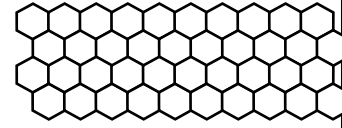
LESS EFFECT

Usually Harm received in Virtual will disappear when you next Jump. Discuss with your GM if any requires Healing.

## DOWNTIME PROJECTS & NOTES

# CHIMERA NAME

## CRED STASH



## STRESS

**TRAUMA**  
cold haunted obsessed  
paranoid reckless soft  
unstable vicious

## INSIGHT

- HUNT
- STUDY
- HACK
- RIG

## PROVNESS

- FINESSE
- PROWL
- SKIRMISH
- WRECK

## RESOLVE

- INTERFACE
- COMMAND
- CON
- SWAY

## GEAR

- Lifeboat
- Virtual programme
- Digi Mole
- Hacking tools

## SPECIAL ABILITIES

- THERE IS NO SPOON:** You gain Increased Effect when acting in the Virtual.
- JUST LIKE RIDING A BIKE:** You never suffer from Jump Sickness.
- OPEN BOOK:** You can always tell when someone is lying.
- MESMERISM:** When you Sway someone, you may cause them to forget the incident until your next interaction.
- IRON WILL:** Push Yourself to fully Resist Harm received in Virtual.
- MASTERMIND:** Expend your Special Armour to Protect a teammate (they Resist Harm), or to gain +1d to gather information or work on a Long-Term Project.
- FOLLOW ME:** When you lead a Group Action in the Virtual, you can suffer only 1 Stress at most regardless of the number of failed rolls.
- VETERAN:** Choose a Special Ability from another Persona.

## FRIENDS & FOES

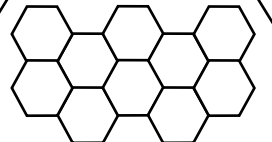
- Tellax, local enforcer.
- Dren, brain box.
- Bale, Jump tech.
- Marn, mob boss.
- Hel, super rich.
- Arra, black market contact.

## BONUS DICE

+1d

**PUSH YOURSELF**  
(2 Stress)**DEVIL'S BARGAIN**  
ASSIST FROM TEAM-MATE  
(they take 1 Stress)

## XP



At the end of each session, for each item below, mark 1 xp or 2 xp if the item occurred multiple times.

- You addressed a challenge with strength of will.
- You expressed your beliefs, drives, heritage or background.
- You struggled with issues from your Vice or Traumas during the session.

## BACKGROUND

## VICE

faith gambling luxury obligation pleasure stupor weird obsession  
 Additional details:

## APPEARANCE IN VIRTUAL

## HEALING

## HARM

3

2

1

NEED HELP

-1d

LESS EFFECT

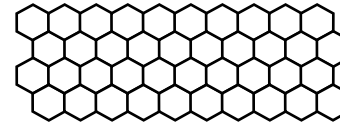
Usually Harm received in Virtual will disappear when you next Jump. Discuss with your GM if any requires Healing.

## DOWNTIME PROJECTS & NOTES

# HUNTER

NAME

## CRED STASH



## STRESS

**TRAUMA**  
 cold haunted obsessed  
 paranoid reckless soft  
 unstable vicious

## INSIGHT

- ○ ○ HUNT
- ○ ○ STUDY
- ○ ○ HACK
- ○ ○ RIG

## PROVNESS

- ○ ○ FINESSE
- ○ ○ PROWL
- ○ ○ SKIRMISH
- ○ ○ WRECK

## RESOLVE

- ○ ○ INTERFACE
- ○ ○ COMMAND
- ○ ○ CON
- ○ ○ SWAY

## GEAR

- Fine Weapon (increased Effect when stealthy)
- Binoc visor
- Locking manacles
- Trip wire kit

## SPECIAL ABILITIES

**AMBUSH:** When you attack from hiding or spring a trap, you get +1d to your roll. Don't forget you can do any set-up in a Flashback.

**SHARPSHOOTER:** Push Yourself to do one of the following: make a ranged attack at extreme distance OR unleash a barrage of rapid fire to suppress the enemy.

**SCOUT:** Increased Effect when you gather information to discover the location of a target.

**FORTITUDE:** Expend your Special Armour to fully Resist a Consequence of fatigue/weakness OR to gain +1d when in pursuit of your prey.

**WEAVING THE WEB:** You gain +1d to Sway / Command / Con when you gather information on a target for a Score.

**SIT TIGHT:** When you hide in a prepared position or use camouflage, take +1d to rolls to avoid detection.

**ALL FIGURED OUT:** Gain +1d to the Engagement roll for a Plan that you have helped to organise.

**VETERAN:** Choose a Special Ability from another Persona.

## FRIENDS & FOES

- △▽ Yani, mobster.
- △▽ Ari, bounty hunter.
- △▽ Prex, police officer.
- △▽ Roz, information broker.
- △▽ Gert, street rat.
- △▽ Soni, weapons tech.

## BONUS DICE

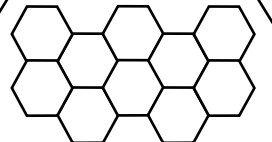
+1d

**PUSH YOURSELF**  
(2 Stress)

**DEVIL'S BARGAIN**

**ASSIST FROM TEAM-MATE**  
(they take 1 Stress)

## XP



At the end of each session, for each item below, mark 1 xp or 2 xp if the item occurred multiple times.

- You addressed a challenge with stealth or tracking.
- You expressed your beliefs, drives, heritage or background.
- You struggled with issues from your Vice or Traumas during the session.

## BACKGROUND

## VICE

faith gambling luxury obligation pleasure stupor weird obsession  
Additional details:

## APPEARANCE IN VIRTUAL

## HEALING

## HARM

3

2

1

NEED HELP

-1d

LESS EFFECT

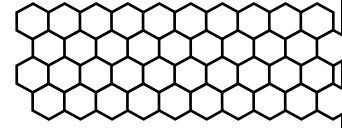
Usually Harm received in Virtual will disappear when you next Jump. Discuss with your GM if any requires Healing.

## DOWNTIME PROJECTS & NOTES

# NERV

NAME

## CRED STASH



## STRESS TRAUMA

cold haunted obsessed  
paranoid reckless soft  
unstable vicious

## INSIGHT

- HUNT
- STUDY
- HACK
- RIG

## PROVNESS

- FINESSE
- PROWL
- SKIRMISH
- WRECK

## RESOLVE

- INTERFACE
- COMMAND
- CON
- SWAY

## GEAR

- Hacking tools
- Med kit
- Diagnostic array
- Tiny drone

## SPECIAL ABILITIES

**JURY RIG:** Expend your Special Armour to either Resist the Consequences of tech breaking or being damaged OR gain +1d when repairing tech.

**ATTENTION TO DETAIL:** On any successful Study roll you can ask the GM one additional question about your target.

**ANALYST:** During Downtime, you get two ticks to distribute among any Long Term Project Clocks that involve investigation or science.

**BONES:** You may use an appropriate Action to temporarily Heal another PC. They may ignore the Effect of a single Harm until the end of the Scene.

**CONNECTED:** During Downtime, you get +1d when you roll to Acquire an Asset or reduce Heat.

**SABOTEUR:** When you Wreck, your work is much quieter than it should be and the damage is very well-hidden from casual inspection.

**TECH-WHISPER:** On a successful Hack or Rig you can ask the GM a question about the origin of the tech you are working on.

**VETERAN:** Choose a Special Ability from another Persona.

## FRIENDS & FOES

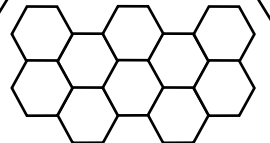
- △▽ Red, junkyard dealer
- △▽ Bon, Synth Mech.
- △▽ Omard, childhood friend.
- △▽ Merris, hospital porter.
- △▽ Rexel, hurt during jump.
- △▽ Pim, private investigator.

## BONUS DICE

+1d

PUSH YOURSELF  
(2 Stress)DEVIL'S BARGAIN  
ASSIST FROM TEAM-MATE  
(they take 1 Stress)

## XP



At the end of each session, for each item below, mark 1 xp or 2 xp if the item occurred multiple times.

- You addressed a challenge with technical skill or ingenuity.
- You expressed your beliefs, drives, heritage or background.
- You struggled with issues from your Vice or Traumas during the session.

## BACKGROUND

## VICE

faith gambling luxury obligation pleasure stupor weird obsession  
 Additional details:

## APPEARANCE IN VIRTUAL

## HEALING

## HARM

3

2

1

NEED HELP

-1d

LESS EFFECT

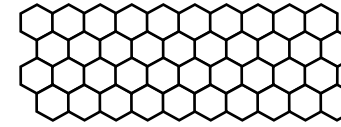
Usually Harm received in Virtual will disappear when you next Jump. Discuss with your GM if any requires Healing.

## DOWNTIME PROJECTS & NOTES

# RASCAL

NAME

## CRED STASH



## STRESS

## TRAUMA

cold haunted obsessed  
 paranoid reckless soft  
 unstable vicious

## INSIGHT

- HUNT
- STUDY
- HACK
- RIG

## PROVSS

- FINESSE
- PROWL
- SKIRMISH
- WRECK

## RESOLVE

- INTERFACE
- COMMAND
- CON
- SWAY

## GEAR

- Disguise kit (increased Effect CON)
- Persona Scanner Blocker
- Cloned Ident Code
- Flashy clothing

## SPECIAL ABILITIES

**CAN'T WE TALK ABOUT THIS?:** Push Yourself in order to fast talk a situation from Desperate to Risky, or from Risky to Controlled.

**DAREDEVIL:** When you roll a Desperate action, you get +1d to your roll if you also accept -1d to any Resistance rolls against Consequences from your Action.

**SUBTERFUGE:** Spend your Special Armour to Resist a Consequence from suspicion or persuasion, OR to gain +1d for subterfuge.

**TRUST IN ME:** You get +1d against a target with whom you have a close relationship.

**SIDE HUSTLE:** At the end of each Downtime phase, you earn +2 Stash.

**CALCULATING:** Due to your careful planning, during Downtime you may give yourself or another teammate +1 Downtime Activity.

**LEADER:** When you Command an Ally in combat, they continue to fight when they would otherwise break (they're not taken out when they suffer level 3 Harm). They gain +1 Effect and 1 Armour.

**VETERAN:** Choose a Special Ability from another Persona.

## FRIENDS & FOES

- Kable, smuggler.
- Myka, bar owner.
- Dice, gambler.
- Trel, childhood friend.
- Noomi, rich party-lover.
- Bowie, detective.

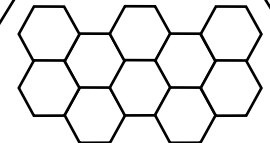
## BONUS DICE

+1d

**PUSH YOURSELF**  
(2 Stress)

**DEVIL'S BARGAIN**  
**ASSIST FROM TEAM-MATE**  
(they take 1 Stress)

## XP



At the end of each session, for each item below, mark 1 xp or 2 xp if the item occurred multiple times.

- You addressed a challenge with charm or audacity.
- You expressed your beliefs, drives, heritage or background.
- You struggled with issues from your Vice or Traumas during the session.

## BACKGROUND

## VICE

faith gambling luxury obligation pleasure stupor weird obsession  
 Additional details:

## APPEARANCE IN VIRTUAL

## HEALING

## HARM

3

2

1

NEED HELP

-1d

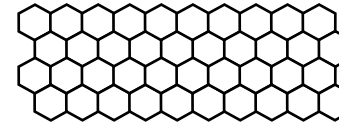
LESS EFFECT

Usually Harm received in Virtual will disappear when you next Jump. Discuss with your GM if any requires Healing.

## DOWNTIME PROJECTS & NOTES

# SHAZOV NAME

## CRED STASH



## STRESS TRAUMA

cold haunted obsessed  
 paranoid reckless soft  
 unstable vicious

## INSIGHT

- HUNT
- STUDY
- HACK
- RIG

## PROWESS

- FINESSE
- PROWL
- SKIRMISH
- WRECK

## RESOLVE

- INTERFACE
- COMMAND
- CON
- SWAY

## GEAR

- Night vision visor
- Poisons
- Burglars tools
- Motion detector

## SPECIAL ABILITIES

- **SMOOTH CRIMINAL:** You may expend your Special Armour to resist a Consequence from detection or security measures.
- **HAN'S REFLEXES:** When there's a question about who acts first, the answer is you.
- **INFILTRATOR:** Increased Effect when you bypass security measures.
- **DEVIL'S FOOTSTEPS:** Push Yourself to do one of the following: perform a feat of athletics that verges on the superhuman OR manoeuvre to confuse your enemies so they mistakenly attack each other.
- **FORESIGHT:** Two times per Score you can Assist a teammate without paying Stress.
- **SURPRISE SURPRISE:** Gain +1d when you use Finesse to attack an unsuspecting target.
- **DISPOSAL EXPERT:** Crew does not receive additional Heat as a result of deaths during a Score.
- **VETERAN:** Choose a Special Ability from another Persona.

## FRIENDS & FOES

- △▽ Ovin, informant.
- △▽ Bril, fence.
- △▽ Dralia, thug.
- △▽ Benzey, rich aristo.
- △▽ Glasse, diplomat.
- △▽ Keel, sibling.

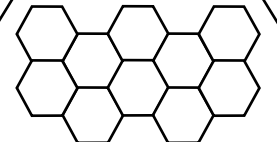
## BONUS DICE

+1d

**PUSH YOURSELF**  
(2 Stress)

**DEVIL'S BARGAIN**  
**ASSIST FROM TEAM-MATE**  
(they take 1 Stress)

## XP



At the end of each session, for each item below, mark 1 xp or 2 xp if the item occurred multiple times.

- You addressed a challenge with stealth or cunning.
- You expressed your beliefs, drives, heritage or background.
- You struggled with issues from your Vice or Traumas during the session.



**WRAP TYPE**

\_\_\_\_\_

**APPEARANCE**

\_\_\_\_\_

**HARM**

3				NEED HELP
2				-1d
1				LESS EFFECT

**HEALING**

\_\_\_\_\_

**SPECIAL ABILITY**

\_\_\_\_\_

**JUMP SICKNESS**

- If jumping into CONTROLLED situation = none
- If RISKY or DESPERATE = decreased Effect
- PUSH to overcome penalties, take 2 Stress.

**LOAD**

<input checked="" type="checkbox"/> Blaster	<input type="checkbox"/> Armour	<input type="checkbox"/> Hidden com
<input type="checkbox"/> Second blaster	<input type="checkbox"/> Heavy armour	<input type="checkbox"/> Detonator + charge
<input type="checkbox"/> Melee weapon		<input type="checkbox"/> Light source

When jumping into CONTROLLED situation you pick Load. When jumping into a RISKY or DESPERATE situation the GM specifies Load.

**ARMOUR**

<input type="checkbox"/> Light
<input type="checkbox"/> Heavy
<input type="checkbox"/> Special

**STRESS**

When taking STRESS, fill in the track from left to right starting on the WRAP sheet.

**WRAP TYPE**

\_\_\_\_\_

**APPEARANCE**

\_\_\_\_\_

**HARM**

1				NEED HELP
2				-1d
3				LESS EFFECT

**HEALING**

\_\_\_\_\_

**SPECIAL ABILITY**

\_\_\_\_\_

**JUMP SICKNESS**

- If jumping into CONTROLLED situation = none
- If RISKY or DESPERATE = decreased Effect
- PUSH to overcome penalties, take 2 Stress.

**LOAD**

<input type="checkbox"/> Blaster	<input type="checkbox"/> Armour	<input type="checkbox"/> Hidden com
<input type="checkbox"/> Second blaster	<input type="checkbox"/> Heavy armour	<input type="checkbox"/> Detonator + charge
<input type="checkbox"/> Melee weapon	<input type="checkbox"/> Light source	

**ARMOUR**

<input type="checkbox"/> Light
<input type="checkbox"/> Heavy
<input type="checkbox"/> Special

**STRESS**

When taking STRESS, fill in the track from left to right starting on the WRAP sheet.

When jumping into CONTROLLED situation you pick Load. When jumping into a RISKY or DESPERATE situation the GM specifies Load.

# ENFORCER

## WRAP TYPE

SYNTH

- ARMOUR**
- Light
  - Heavy
  - Special

## APPEARANCE

7ft tall bulky metallic humanoid.

## HARM

NEED HELP  
-1d  
LESS EFFECT

## HEALING

## SPECIAL ABILITY

Decreased Effect if using fine motor skills.

Increased Effect if using physical strength.

## JUMP SICKNESS

- If jumping into CONTROLLED situation = none
- If RISKY or DESPERATE = decreased Effect
- PUSH to overcome penalties, take 2 Stress.

## LOAD

- Blaster
- Heavy armour
- Hidden com
- Detonator + charge
- Infra-red visor
- Non-lethal tazer
- Heavy weapon
- Second blaster
- Melee weapon

When jumping into CONTROLLED situation you pick Load. When jumping into a RISKY or DESPERATE situation the GM specifies Load.

disguise.

Increased Effect if using intimidation, Decreased Effect if using stealth or

# EQUIPPEE

## WRAP TYPE

SYNTH

## APPEARANCE

Highly variable according to type.

## HARM

NEED HELP  
-1d  
LESS EFFECT

## HEALING

## SPECIAL ABILITY

● **SPECIALIST:** Choose a special feature, for example: legs capable of jumping 30m, arms with inbuilt digging tools, fingers that are a range of delicate engineering tools, wings. This feature allows you to attempt Actions that are otherwise impossible.

## JUMP SICKNESS

- If jumping into CONTROLLED situation = none
- If RISKY or DESPERATE = decreased Effect
- PUSH to overcome penalties, take 2 Stress.

## LOAD

- Blaster
- Second blaster
- Melee weapon
- Armour
- Heavy armour
- Light source
- Hidden com
- Detonator + charge
- Light source

When jumping into CONTROLLED situation you pick Load. When jumping into a RISKY or DESPERATE situation the GM specifies Load.

## ARMOUR

- Light
- Heavy
- Special

## STRESS

When taking STRESS, fill in the track from left to right starting on the WRAP sheet.

Decreased Effect when Prowling, if trying not to be recognised.

# GAUNT

## WRAP TYPE

ORGANIC

## ARMOUR

- Light
- Special

## APPEARANCE

Malnourished or poorly maintained human body.

## HARM

1		NEED HELP
2		-1d
3		LESS EFFECT

## HEALING

○ ○ ○ ○ ○

## SPECIAL ABILITY

**EASILY OVERLOOKED:** Push Yourself to blend into a crowd and evade pursuit.

## JUMP SICKNESS

- If jumping into CONTROLLED situation = none
- If RISKY or DESPERATE = decreased Effect
- PUSH to overcome penalties, take 2 Stress.

## LOAD

3 — 5

- Blaster
- Hidden com
- Light source
- Armour
- Small knife
- Second blaster
- Detonator + charge

When jumping into CONTROLLED situation you pick Load. When jumping into a RISKY or DESPERATE situation the GM specifies Load.

Decreased Effect if trying to be professional or commanding.

Decreased Effect when using physical strength.

When taking STRESS, fill in the track from left to right starting on the WRAP sheet.

# OUTSTANDING

## WRAP TYPE

ORGANIC

## APPEARANCE

Remarkably attractive and healthy human body.

## HARM

3		NEED HELP
2		-1d
1		LESS EFFECT

## HEALING

○ ○ ○ ○ ○

## SPECIAL ABILITY

**A TRUSTWORTHY FACE:** Push Yourself to gain additional information when questioning an unresisting target. Ask the GM what you have found out.

## JUMP SICKNESS

- If jumping into CONTROLLED situation = none
- If RISKY or DESPERATE = decreased Effect
- PUSH to overcome penalties, take 2 Stress.

## LOAD

4 — 6 — 8

- Blaster
- Second blaster
- Melee weapon
- Armour
- Heavy armour
- Hidden com
- Detonator + charge
- Light source

When jumping into CONTROLLED situation you pick Load. When jumping into a RISKY or DESPERATE situation the GM specifies Load.

## ARMOUR

- Light
- Heavy
- Special

## STRESS

When taking STRESS, fill in the track from left to right starting on the WRAP sheet.

Decreased Effect when Prowl if trying not to be recognised.

Increased Effect when Command, Con or Sway and your good looks might come in to play.

## WRAP TYPE

SYNTH

## ARMOUR

- Light
- Heavy
- Special

## APPEARANCE

5ft 5in tall synthetic humanoid, garishly coloured according to advertising or Megacorps logo.

## HARM

## HEALING

## SPECIAL ABILITY

**CHAMELEON: PUSH YOURSELF** to use Interface in order to change the colour of this Wrap. This cannot change its size or any Load.

## JUMP SICKNESS

- If jumping into CONTROLLED situation = none
- If RISKY or DESPERATE = decreased Effect
- PUSH to overcome penalties, take 2 Stress.

## LOAD

- Blaster
- Second blaster
- Small knife
- Armour
- Heavy armour
- Hidden com
- Detonator + charge
- Light source

When jumping into CONTROLLED situation you pick Load. When jumping into a RISKY or DESPERATE situation the GM specifies Load.

## STRESS

When taking STRESS, fill in the track from left to right starting on the WRAP sheet.

Increased Effect if trying to blend into a crowd.

Increased Effect if trying to appear non-threatening or friendly.

## WRAP TYPE

ORGANIC

## APPEARANCE

Totally average human body.

## HARM

## HEALING

## SPECIAL ABILITY

## JUMP SICKNESS

- If jumping into CONTROLLED situation = none
- If RISKY or DESPERATE = decreased Effect
- PUSH to overcome penalties, take 2 Stress.

## LOAD

- Blaster
- Second blaster
- Melee weapon
- Armour
- Heavy armour
- Hidden com
- Detonator + charge
- Light source

When jumping into CONTROLLED situation you pick Load. When jumping into a RISKY or DESPERATE situation the GM specifies Load.

## ARMOUR

- Light
- Heavy
- Special

## STRESS

When taking STRESS, fill in the track from left to right starting on the WRAP sheet.

# SIZ3WIN3R

## WRAP TYPE

MECH

- ARMOUR**
- Light
  - Heavy
  - Special

## APPEARANCE

4ft long metallic many-segmented millipede.

## HARM

## HEALING

## SPECIAL ABILITY

**SCUTTLEBUTT:** Magnetic feet allow this Wrap to traverse any metallic surface including ceilings.

## JUMP SICKNESS

- If jumping into CONTROLLED situation = none
- If RISKY or DESPERATE = decreased Effect
- PUSH to overcome penalties, take 2 Stress.

## LOAD

- Welding gun
- Armour
- Infra-red visor
- Heavy armour
- Pincers
- Hidden com
- Detonator + charge
- Light source

When jumping into CONTROLLED situation you pick Load. When jumping into a RISKY or DESPERATE situation the GM specifies Load.

Decreased Effect if

attempting to Sway or Command face-to-face.

Increased Effect if using

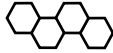
speed or stealth.

Increased Effect if using

tech or stealth.

When taking STRESS, fill in the track from left to right starting on the WRAP sheet.

## STRESS



# VEHICULAR

## WRAP TYPE

MECH

## APPEARANCE

Variable depending on type. Anything from a 5ft<sup>3</sup> Refuse collection unit, to a worker transport ship with capacity to carry 24 Synths.

## HARM

## HEALING

## SPECIAL ABILITY

**NOOKS & CRANNIES:** Push Yourself to automatically succeed in any Action involving hiding small/medium items.

## JUMP SICKNESS

- If jumping into CONTROLLED situation = none
- If RISKY or DESPERATE = decreased Effect
- PUSH to overcome penalties, take 2 Stress.

## LOAD

- Light source
- Hidden com
- Armour
- Heavy armour

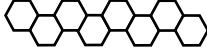
When jumping into CONTROLLED situation you pick Load. When jumping into a RISKY or DESPERATE situation the GM specifies Load.

## ARMOUR

- Light
- Heavy
- Special

## STRESS

When taking STRESS, fill in the track from left to right starting on the WRAP sheet.



Decreased Effect if using fine motor skills.

Decreased Effect if using fine motor skills.

Increased Effect if being intimidating.