

Picks:

Picks will be made based on RP responses and what is needed to complete the run.

Rolls:

Always label your rolls

Assumed Competence:

Runners will be assumed to know basic things that we players tend not to think about unless it's specified otherwise. This includes things like putting on a mask or turning off your SIN before doing something illegal. This also includes knowledge that a runner is likely to know.

However, there is a limit to assumed competence, and while basic things will be entirely assumed, more advanced knowledge won't be.

Common Sense:

As the age-old saying goes, 'Common Sense isn't so common anymore.' Assuming one or more players on the table have common sense, I will usually be quite liberal with it. This means that if a player is planning on doing something that could have disastrous consequences, they can get a warning as long as they would know or assume that that would be the outcome.

Realism and Danger:

While gangers and organized crime are often disorganized or poorly trained in combat, this in no way extends to law enforcement, corp sec, other runners, etc. These groups are not only well-armed, but they are well trained and coordinated making them highly dangerous. Protracted firefights with or ambushes by any of these groups have a high chance of lethality.

Legwork:

Legwork is the number one way to make sure a job goes off smoothly. Legwork can be useful even up to the point of turning the run into a milk run if enough effort and time are spent on it. While there are many unavoidable barriers, lessening those barriers can get the right time through the job without a hitch.

Final Notes:

If you're going to decline the job, don't apply, I try to be open with the basics of what the job will entail upfront.

Unusual risks will be stated in the job posting.

My own rolls will be done privately most of the time, but not all.

We're all here to have fun, so let's make it happen.