

CORTEX SHUFFLE

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CORTEX SHUFFLE **MYTHICAL FANTASY**

CORTEX SHUFFLE **SPACE OPERA**

CORTEX SHUFFLE **Cyberpunk**

CORTEX SHUFFLE **SUPERS**

WHAT IS CORTEX SHUFFLE?

A CARD GAME

Each variation of **CORTEX SHUFFLE** is a self-contained pickup game, printed either from this print-n-play document or (hopefully in the future) on a deck of cards, packaged and distributed in a custom tuckbox. They offer a fast-paced fiction-heavy experience, with each one tailored to its own genre of stories.

A TABLETOP ROLEPLAYING GAME

Despite being fairly self-contained, **CORTEX SHUFFLE** does require lots of polyhedral dice (or dice-rolling apps), and pen & paper (or other marking and recording methods, like whiteboards, digital canvas, or tabletop rpg apps). Also, one of the players will be taking the role of **game moderator**.

You can use **SHUFFLE** for quick party play, convention games, one-offs when a key player can't make your main campaign, or even as a starting point for a longer running story.

[PRINTABLE CHARACTER SHEETS](#) • [UPDATED FANTASY](#)

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PLAYING THE GAME

CORTEX PRIME

Even though **CORTEX SHUFFLE** includes all the rules you need to play, to get the most out of the game check out [CORTEX PRIME](#), the engine underneath the hood. There's a ton of great info and guidance there for managing scenes and sessions, as well as expanding your **SHUFFLE** games beyond a session or two, and even creating your own games.

CORTEX games define your player character using modular **traits** – which are tiny bits of information about your PC that include a word or short phrase (which determines when you're able to use the trait), and a **die rating** (which shows how much impact the trait has on the story). PCs have a few **trait sets**, which are thematically linked groups of traits – the themes in the trait sets tell you partially what the game is about, and how you're expected to accomplish things within the story.

DISTINCTIONS

Distinctions are at the core of every **CORTEX** character. They set you apart from the other characters, inform every action you take, and grant opportunities to guide the story by interpreting them both positively and negatively. In **SHUFFLE**, your three distinctions also heavily affect the trait ratings in your prime sets, and give you special effects that change how the rules work for your character.

Even though your distinctions are chosen – or randomly drawn – from relatively few options, you can customize their descriptive phrase to suit your specific concept. Rather than be a **PIRATE**, you could instead be a **TRÂPANI BLOCKADE RUNNER**; perhaps replace **AVATAR** with **MANTLE OF THE WOLF SPIRIT**; or rename **FREEDOM** to **THERE ARE NO STRINGS ON ME**. Don't be afraid to choose these phrases during play – sometimes a character concept will gel better once they've been through a scrape or two.

Example

Our sample character – Lorem Ipsum – has drawn the distinctions **WIND**, **UNLEASHED**, and **HIGHBORN**. They've chosen to rename these to **SILVER-TONGUED AVIAN**, **PECK PECK CLAW!**, and **SCION OF HOUSE IPSUM**.

Distinctions, no matter what their descriptive phrase, are worth a **D8** in your dice pool. If you can't reason out a positive spin for your distinctions, or you want to collect plot points, you may instead use one as a **D4**, and earn a plot point in the deal.

Example

So Lorem is facing an opponent in a gladiatorial match. They can easily bring in **PECK PECK CLAW!** as a sturdy **D8**, or they can claim a pampered upbringing to use a **D4** (and get a plot point) from **SCION OF HOUSE IPSUM**.

PRIME SETS

There are two sets of six traits for every **SHUFFLE** character – these are prime sets, and a die from each is used in any roll you make. Each **SHUFFLE** variant uses different sets of traits, but all characters in a single game are expected to use the same ones.

ROLLING THE DICE

You'll need several each of 4, 6, 8, 10, and 12-sided dice. We call them **D#**, where # is the number of sides. Their **rating** is the number of sides, while their **result** is the number on top after rolling. When you're told to **step up** a die, swap it out for the next larger size – conversely, when you're told to **step down** a die, you swap it for the next smaller size. When you **double** a die, include two copies of it in your pool. You may choose to step up or double a die when asked to **boost** it.

When you want to accomplish something where both success and failure are interesting possibilities, you **take action**. Pick up one die each from your prime sets that most closely match the action, plus any number of assets that might help you succeed. Choose the one of your three distinctions that makes the biggest difference – either pick up a **D8** if it's helpful, or a **D4** if it's not (but you also gain 1PP). Roll all these dice at once and add together the results of the two highest rolling dice. If you roll higher than the GM, you succeed!

If any of your dice come up as a 1, that's a **hitch**. You can't count them in your total, and the GM will work with you to determine how things went wrong. This becomes a **complication**, and helps the GM when they're rolling against you! It's not all bad though – you'll get a plot point each time the GM buys your hitches.

When one character wants to help another, they may **lend** a die. Pick an appropriate die from either roles or powers (in the case of **SUPERS**), and the character taking action may include that in their pool. Careful though – any hitches will give both of you a complication!

Example

For their next action, Lorem hopes to convince the seneschal to back their political play. Their dice pool brings in **CLEVER D8**, **FACE D10**, **SILVER-TONGUED AVIAN D8** – and because they'll happily bankroll the gambit, their signature asset **IPSUM FAMILY FORTUNE D6** as well.

The GM's total ends up as 11. Lorem rolls 4, 4, 6, & 1 respectively. They choose to spend a plot point to buy a third die, and finish with a total of 14 – a success! The seneschal will cast the deciding vote.

That 1 is a hitch though, so the GM hands the plot point right back, and declares that there are now **ACCUSATIONS OF BRIBERY D6**. It's absolutely not necessary to relate complications to the trait that rolls the hitch, but if you're on the ball it's a great way to have the plot continue to tie together.

PLOT POINTS

Each player starts with one **plot point**. These are the bearings that keep the story rolling, and give the players chances to move the narrative in directions they'd like to see. You can track them however you'd like, but it's usually easiest (not to mention delightfully visceral) to keep a pile of small similar things (poker chips, bottle caps, glass beads) in the middle of the table, which all players have easy access to, and can keep a small pile of their own.

It's likely that at least one of your distinction SFX lets you use plot points to do something cool. Characters can also spend them for any of these effects:

- ◆ add another die from a prime set to your pool
- ◆ add a third die (or beyond) to your total
- ◆ create a **D6** scene asset (usable by any player, as fictionally appropriate)
- ◆ extend a scene asset to the end of the session
- ◆ receive a complication instead of being taken out
- ◆ take action while taken out (but you only count a single die for your total)
- ◆ step down any complication when the GM rolls a 1

Some distinction SFX also give you special opportunities to refill your plot points, but that's in addition to:

- ◆ use a distinction as a **D4**
- ◆ roll a 1 and receive/step up a complication
- ◆ the GM "spends" a plot point against you

ASSETS & COMPLICATIONS

Aside from your static traits, there are helpful and hindering traits that can ebb and flow during play. **Assets** go in your dice pool, help you out, and generally last a scene. **Complications** are a part of your GM's dice pool, cause you problems, and last until you either address and remove them, or they stop being fictionally appropriate.

Signature assets are traits that always belong to your character, and represent things that are important to the story, carry mechanical weight, but don't fit in with your prime sets or distinctions.

Creating names for your assets and complications is something that strongly guides the tone of your game, and the flow of your story. For example, **GUIDANCE OF MY ANCESTORS D6**, **LUCKY SPANNER D6**, and **ACME PORTABLE HOLE D6** all have the same die rating, but carry very different circumstances and applications.

Likewise, what you call complications at different ratings can change the sense of danger in your game. Ranging from **BROKEN ARM D6** to **ON DEATH'S DOOR D12** paints a very different experience versus **BRUISED D6** to **BROKEN ARM D12**.

Some complications will just disappear when they stop being applicable. **EAR-SPLITTING ALARM** isn't going to do much once you move far enough away from it. Others, you can address by taking action – as long as you are fictionally able to do so. For example, if you have medical supplies and some training you could work on that **BROKEN ARM**, but if you don't you'll just have to weather it out. If you succeed at the action, take the largest die rating you have left after counting your total and compare it against the complication. If it's equal to or larger than the complication, you remove the complication entirely. Otherwise (including if you have no dice remaining) you still get to step down the complication.

Example

Lorem's **ACCUSATIONS OF BRIBERY D6** has, through a couple of unfortunate hitches, progressed to **ACCUSED OF TREASON D10**. In working to defend themselves, Lorem first spends a plot point to create **FRIENDS ON THE COUNCIL D6** – due to their SFX *Talking Points*, this also steps down **ACCUSED OF TREASON** to **D8**.

In taking action, Lorem's total beats the GM's – the leftover dice are two **D6**, which alas are not enough to remove **ACCUSED OF TREASON** entirely – but enough to step it down once more to **LASTING SUSPICIONS D6**.

BEING TAKEN OUT

There are no hit points or stress in **SHUFFLE**. Instead, **high stakes** actions and complications drive when your character gets **taken out** of a scene. Before you take a dangerous or exhausting action, your GM might tell you this is for high stakes – if you fail the roll, you may no longer act in the scene. This can take many forms, including too injured to proceed, too upset to act, succumbed to mind control, etc.

If you – or more likely the other players – take action to fix whatever took you out, you can return to the scene. This also happens as you move from one scene to another, and it's reasonable to assume recovery during the scene cut. In both cases, you'll probably gain a complication representing how getting taken out is still affecting you.

Example

Despite their best efforts, Lorem finds themselves imprisoned for political crimes, taken out of the scene. Their party members break them out of the dungeon, and make good their escape, but not without picking up an **ARREST WARRANT D8**.

If one roll seems a little powerful to take out your story's heroes, you're right. Even if you fail a high stakes roll, you can spend a plot point to remain active in the scene – but you'll gain a complication related to how you almost got taken out (at the die rating of the largest die left after the GM counts their total, or **D6** – whichever is greater). Also, even if you've been taken out, you can still pay a plot point to take a limited action – though your total counts the result of only one die.

Example

Lorem just failed a high stakes roll while defending against a terrifying swamp troll. Rather than let themselves be taken out, Lorem spends a plot point to take a complication instead. The troll's dice pool, after figuring the total, still contains a **D6** and a **D10**. Lorem gains a **FESTERING CLAW WOUND D10** complication, but may otherwise continue to act normally.

When a complication gets bad enough, it can also take you out of a scene. This happens when a complication that's already at a **D12** rating gets stepped up by a hitch or other effect.

PREPARING THE TABLE

CHARACTER CREATION

Each of the players will choose one distinction from each of the three categories. Your group can do this however you'd like, but my personal favorite is to randomly draw one more of each category than players in the game – so a four player game would have fifteen (three sets of five) distinctions to choose from. This way, there's a random element, but each player is more likely to end up with a cohesive character concept they'll enjoy. As explained above, players are encouraged to rename their distinctions to describe a truly unique character.

Your character starts with all twelve prime set traits rated at **D4**. Your distinctions will direct you to choose traits to step up – once you're done with these choices, you may choose two traits from each prime set to further step up. Your distinctions also give you special effects – either hold onto the cards for easy reference, or note the effects on your character file.

Example

We've seen Lorem go through a lot already, but how did they reach their trait ratings? As already mentioned, their three distinctions are **WIND**, **UNLEASHED**, and **HIGHBORN**. Each distinction gives a certain amount of fictional background, as well as an SFX, and at this stage choices for stepping up traits.

Lorem has chosen to step up **CLEVER**, **SWIFT**, **FACE** & **STEEL** from **WIND**, then **BOLD**, **MIGHTY**, **STEEL** & **WILD** from **UNLEASHED**, and finally **BOLD**, **MIGHTY**, **FACE** & **FAITH** from **HIGHBORN**. For their discretionary steps up, they choose **BOLD**, **CLEVER**, **FACE** & **TOOLS**, to arrive at the following:

BOLD 	FACE 
CLEVER 	FAITH 
MIGHTY 	STEEL 
SUBTLE 	TOOLS 
SWIFT 	WAND 
WISE 	WILD 

For signature assets, Lorem decides to take a **D8** and a **D6**, and calls them **ANCESTRAL LONGSWORD** and **IPSUM FAMILY FORTUNE** respectively.

Each variation of **SHUFFLE** will grant their own sets of signature assets, but for the most part these are extremely customizable and completely up to the players to describe. It's suggested to finalize the assets after scenario generation, as some ideas may need minor modifications.

SCENARIO GENERATION

There's a deck (or series of tables for rolling against) of answers to questions for each **SHUFFLE** variant. You're welcome to tell any story you'd like at your table, but these are great for when you need ideas or just want the full randomized experience. Draw five cards (or roll **5D12**), then arrange the answers however you'd like to create an adventure your table is excited about. Feel free to keep interpretation a little loose – some answers may not mesh perfectly with each other.

Example

The group has drawn cards 4, 6, 8, 9 and 12. After some discussion, they get arranged as so:

*You find yourselves in a **Major City**, with **War About to Erupt**. You're facing a **Political Tyrant** in a bid to **Gain Power** – but **Time Is Running Out**...*

The players and the GM should work together on some of the specifics at this point (what's the name of the city, who's the tyrant, war with whom – and perhaps most importantly where do their characters fit in?), and then the GM sets the first scene.

MODERATING THE GAME

SETTING DIFFICULTY

This is a trained skill – there is no set of rules or expectations that could possibly cover every single situation your group will encounter. After a session or two, you'll get a feel for how to challenge your players without frustrating them.

Your **opposition pool** will always include a **difficulty die**, and at least one **situation die**. The difficulty is based entirely on what the character is attempting to do, and ranges from **VERY EASY D4** to **VERY HARD D12**. The situation dice are the traits in the scene that are most pertinent to the action – they could include an aspect of the location (**SHEER ROCK FACE D10**), a sense of the level of danger (**FAMILIAR WORKSHOP D4**), or even a simple GMC (**PALACE GUARD D6**). When in doubt, just roll **2D6** and move on.

You also include any relevant complications, and are welcome to elaborate on the first situation die with extra traits – **BTW IT'S RAINING D8** or **DISTRUST OF STRANGERS D6** for example. It's best if multiple traits have already been established as part of the scene, and can therefore be part of risk management – if you want to spring surprises on your players it's better to use complications to fuel them.

More competent or dangerous GMCs and threats can also bring in more dice, and sometimes even SFX. Speaking of SFX, all the plot point options available to players are available to the GM as well – but to use them you have to give any affected players a plot point for it. This includes using a plot point to keep a GMC in a scene, with an appropriate complication.

Example

Here's the other side of Lorem's political play earlier. We take **CHALLENGING D8**, our **STOIC SENESCHAL 2D10**, and throw in **STATUS QUO D8** because of what this plan entails. Rolling a 4, 7, 4, and 3, our total is 11.

Now, we *could* “spend” a plot point to hold onto a third die – and this is one of those moments where the GM gets to massage the pacing of the game through the dice. Doing so would escalate the situation, both by raising the difficulty to succeed, and by giving Lorem an extra plot point.

CREATING GM CHARACTERS & THREATS

Everything in **CORTEX** is traits. The very simplest (mechanically) GMCs your players will encounter don't even need a die rating, until they're called to be involved with a character taking action. Once that happens, it's very quick to create a die rating with a single distinction-like phrase, and keep moving.

GM characters, as well as general threats, can have a number of traits – and you would use any which are applicable to opposing the player character. A single trait might also have multiple dice – when that's the case, succeeding in a high stakes action against that trait would reduce the number of dice in it, rather than taking the GMC or threat out of the scene.

A long-term and deeply nuanced GMC might even have a character file to rival the PCs – with distinctions and signature assets and SFX.

Examples

Above, you see the **PALACE GUARD D6**, and the more imposing **STOIC SENESCHAL 2D10**. The **TERRIFYING SWAMP TROLL 4D8** is a little more complex, because it also has the trait **VULNERABLE TO FIRE 2D4**, which might replace its usual rating under the right circumstances. **DART TRAP D10** and **RAGING FOREST FIRE 3D12** can work as non-character threats.

In order to remove the **TERRIFYING SWAMP TROLL** or **RAGING FOREST FIRE** from the scene, the players would have to take multiple successful actions against them in order to triumph.

EXPANDING PLAY

Though randomizing the distinctions and playing with the provided SFX is a big part of this experience – constraints breed creativity after all – using custom distinctions and original SFX is totally valid too. Making new SFX is a blend of art and science. They should all have a cost and a benefit – examine the existing ones, and remix to suit.

CHARACTER ADVANCEMENT

SHUFFLE is intended for quick play over a single short story arc. If the story is compelling enough to carry through multiple sessions, awesome! Then each player may change one thing about their character after each session. These things include:

- ◆ step down one trait in a prime set to step up another trait in the same set
- ◆ rewrite an SFX
- ◆ rename a distinction (at GM's discretion, this may include an SFX rewrite as well)
- ◆ rename a signature asset
- ◆ step down a signature asset to step up another (a stepped down **D6** would be removed – also, this can create a new signature asset at **D6**)

Over a longer story arc, or if you just want to see very fast mechanical improvement, your options for more significant advancement would be:

- ◆ gain a new SFX
- ◆ step up a signature asset (this can create a new one at **D6**)
- ◆ step up a trait in a prime set (this is *very* powerful, and should be offered to every player at the same time)

Example

After the first session, Lorem's player finds that they're getting a lot more play out of **CLEVER** than **MIGHTY**. So they step down **MIGHTY** to a **D6** and step up **CLEVER** to a **D10**.

Later, after some discussion with the GM, they rename **PECK PECK CLAW!** to **WHEELINGS & DEALINGS** to better reflect how they've actually been approaching problems – at the same time *Berserk Fury* becomes a custom SFX called *I Might Know Someone* that steps up social assets.

MODIFYING THE RULES

Just like any other **CORTEX** game, you should feel comfortable making this yours at your table. Any of the modifications outlined in the **CORTEX PRIME Game Handbook** or **SRD** will slot in just fine. Also, don't be shy about creating new and unique distinctions at the table.

The two most likely changes to make **SHUFFLE** play differently are bringing in **hero dice** (and consequently **heroic success**), or modifying the prime sets. Adding **specialties** to the prime sets, or implementing **stress** traits, or including a **doom pool** are all clear options as well.

Example

Let's say we want to take the **SPACE OPERA** setting and make it a bit more political, and grounded. Rather than the approaches and roles that lean towards "fantasy – in *space*", we're going to use the five main factions in our setting, and choose a different set of words for the roles. Also, adding specialties to the roles gives a little more nuance. So you might have a character file like this:

CAPTAIN OF THE ESS MERCURY	
WE DO THIS BY THE BOOK	
HAUNTED BY THE PAST	
EARTHER 8	DIPLOMAT 10 <i>Command</i>
LUNAR 10	ENGINEER 6
MARTIAN 6	EXPLORER 8
JOVIAN 6	SCIENTIST 4
TITAN 4	SOLDIER 6
CREW LOYALTY 8	
BELTER PIRATE FRIENDS 6	
<i>Rigors of Command</i>	
SFX: <i>Regulations & Routine</i>	
<i>No Rest for the Wicked</i>	

Second Example

This is taken straight from [this Rob Donoghue post](#), so you have him to thank for it. It's about... hunting.

HUNTIN'S THE FAMILY BUSINESS	
ALWAYS ON THE MOVE	
BEEN TO HELL AND BACK	
QUICK 6	BOOKS 4
SHARP 8	CHARM 8
SMART 4	FISTS 8
STRONG 6	GUNS 6
STUBBORN 8	TOOLS 8
TOUGH 8	
CLASSIC MUSCLE CAR 8	
BLESSED ARSENAL 6	
<i>Blood & Water</i>	
SFX: <i>Make Myself at Home</i>	
<i>Memories of the Pit</i>	

FANTASY PLAYSET

PRIME SETS

APPROACHES

- ◆ **BOLD:** get out there, take chances, take charge – be the center of attention
- ◆ **CLEVER:** talk smart, think fast – push your brain to find the most ingenious solution
- ◆ **MIGHTY:** force it, move it, crush it, slam it – take the path of power and strength
- ◆ **SUBTLE:** be manipulative, stay hidden – operate from the shadows and with secrets
- ◆ **SWIFT:** do it now, be decisive – act quickly and with the utmost precision
- ◆ **WISE:** plan ahead, be prepared – rely on your own experiences and those of others

ROLES

- ◆ **FACE:** talking to folk – convincing, conniving, or generally interacting, face-to-face
- ◆ **FAITH:** using your belief to get things done, usually through a deity, but sometimes through yourself or your allies
- ◆ **STEEL:** fighting – includes fisticuffs and arrows, even though the name invokes swords and armor
- ◆ **TOOLS:** making, breaking, and understanding... things – like lock-picking, wall-scaling, or ship-sailing
- ◆ **WAND:** you don't literally need a wand to perform magic – just a decent enough rating in **WAND**
- ◆ **WILD:** plants, animals, and the great outdoors are all part of this, sure – but really letting yourself loose fits too

DISTINCTIONS

AFFINITY

- ❖ **CRYSTAL**
What gem resonates with you? How do you help people heal? Are you rough and raw, or cut and polished?
⇅ **SUBTLE / SWIFT / WISE**
⇅ **FACE / TOOLS / WAND**
Energy Transfer: Step up any complication to step up a scene asset. Step down a scene asset rated at **D8** or higher to step down a complication.
- ❖ **FIRE**
What passion burns within you? Why is something you cared about in ashes? How does your flame manifest?
⇅ **BOLD / MIGHTY / SWIFT**
⇅ **STEEL / WAND / WILD**
Burn It: Double a scene asset for one action. Afterwards, change it into a complication.
- ❖ **GRIT**
How have you escaped death, time and again? What makes taking you out a bad idea for anyone who tries?
⇅ **BOLD / MIGHTY / SUBTLE**
⇅ **STEEL / TOOLS / WILD**
Resilience: Boost **MIGHTY** or **WILD** when making recovery rolls. Spend 1PP to do this again.
- ❖ **HEARTH**
How do you make wherever you go into home? What aspects of family do your party members represent to you?
⇅ **CLEVER / SUBTLE / WISE**
⇅ **FACE / FAITH / TOOLS**
Working Together: Spend 1PP to step up a scene asset someone else created.
- ❖ **SHADOW**
What do you conceal in the darkness? How do you shape the tenebrous gloom to further your own ends?
⇅ **CLEVER / SUBTLE / SWIFT**
⇅ **FACE / TOOLS / WAND**
Impenetrable Veil: Boost your role while using **SUBTLE**. Spend 1PP to do this again.
- ❖ **STARS**
What draws you to the stars? What secrets have they shared? How do you intend to leverage that knowledge?
⇅ **BOLD / SUBTLE / WISE**
⇅ **FAITH / WAND / WILD**
So It Is Willed: When gaining an asset or complication related to your grasp of the metaphysical, step it up.
- ❖ **STONE**
Are you an enduring peak, a monument to the past, or shapeable clay? How do you relate to the earth beneath your feet?
⇅ **BOLD / MIGHTY / WISE**
⇅ **FAITH / STEEL / TOOLS**
Sturdy as a Rock: If you have a complication at **D10** or higher, boost your role die for high stakes rolls.
- ❖ **SUN**
How do you light up everyone's lives? What happens when someone gets burned by you? When you get eclipsed?
⇅ **BOLD / CLEVER / MIGHTY**
⇅ **FAITH / STEEL / WILD**
Dawn & Dusk: Step up assets you gain during the day. Step up complications you gain during the night.

❖ **WATER**

How do you adapt to your situation without breaking? Are you a calm pond, the ceaseless waves, or a raging storm?

↑↑ **MIGHTY / SUBTLE / SWIFT**

↑↑ **FACE / STEEL / TOOLS**

Innovative: Spend 1PP to use a complication as an asset for one action; step up the complication afterward.

❖ **WIND**

What message do you carry? What lands have you already swept through? How do you draw power from breath?

↑↑ **CLEVER / SWIFT / WISE**

↑↑ **FACE / STEEL / WILD**

Words on the Breeze: Boost **CLEVER** or **FACE** while using your voice with others. Spend 1PP to do this again.

❖ **WONDER**

What is amazing to you? What do you have yet to discover? How might someone delight you with something new?

↑↑ **BOLD / CLEVER / SWIFT**

↑↑ **FACE / FAITH / WAND**

But Satisfaction...: When your curiosity is key to opening new avenues, spend 1PP to create an appropriate **D8** asset.

❖ **WOOD**

Are you but one out of a forest? Do you move stone with your roots? Have you been shaped by the hands of others?

↑↑ **CLEVER / MIGHTY / WISE**

↑↑ **FACE / WAND / WILD**

Attuned to Nature: When gaining an asset or complication related to being one with the natural world, step it up.

METHOD

❖ **ANIMIST**

Your power comes from natural spirits – what's your specialty? Do you have a bonded spirit?

↑↑ **CLEVER / SUBTLE / WISE**

↑↑ **FAITH / WAND / WILD**

Natural Empathy: Boost **SUBTLE** or **WILD** while interacting with plants or animals. Take or step up a complication to do this again.

❖ **ASCETIC**

Do you have a signature technique? A monastery of allies? What's your take on tools and weapons?

↑↑ **SUBTLE / SWIFT / WISE**

↑↑ **FAITH / STEEL / WILD**

Balance In Everything: Once per scene, step down one trait to step up another in the same set, for the rest of the scene.

❖ **CHAMPION**

Whose cause are you devoted to? Who are their enemies? What brought you into their service?

↑↑ **BOLD / MIGHTY / WISE**

↑↑ **FACE / FAITH / STEEL**

Righteous Radiance: Spend 1PP to ignore complications created by a foe actively working against your deity.

❖ **CHANNELER**

Your very blood holds magic – where did it come from? How do you wield it? How do people react to that?

↑↑ **BOLD / MIGHTY / SWIFT**

↑↑ **FACE / WAND / WILD**

Inner Power: Double **WAND** or **WILD** while channeling your power. Discard the highest rolling die and keep three dice for the result.

❖ **HUNTER**

What's your favorite target? Do you have a preferred environment? How do you finish the hunt?

↑↑ **SUBTLE / SWIFT / WISE**

↑↑ **STEEL / TOOLS / WILD**

Tracker: Boost **SWIFT** or **WILD** when pursuing a quarry. Spend 1PP to do this again.

❖ **MAGE**

What's your specialization? Your weakness? What did you give up in order to gain your skill in magic?

↑↑ **CLEVER / MIGHTY / WISE**

↑↑ **FAITH / TOOLS / WAND**

Arcane Bond: Choose a signature asset. When that asset is in your dice pool, ignore a complication.

❖ **PACTBOUND**

Who, or what, is your patron? What disaster awaits if you go against their wishes? How does their power manifest?

↑↑ **BOLD / MIGHTY / SUBTLE**

↑↑ **FACE / FAITH / WAND**

Curse: When you receive a plot point to avoid a GMC being taken out, refuse it to step up the resulting complication.

❖ **PRIEST**

Which deity do you serve? How does their will work through you? What do they hold domain over?

↑↑ **BOLD / CLEVER / WISE**

↑↑ **FAITH / TOOLS / WAND**

Divine Magic: When you channel the will and power of your deity, spend 1PP to create an appropriate **D8** asset.

❖ **RACONTEUR**

What kind of performance do you weave magic into? How does it affect people? Do you have a secondary focus?

↑↑ **BOLD / CLEVER / SUBTLE**

↑↑ **FACE / TOOLS / WAND**

Inspiring Presence: You may spend plot points for anyone who can see or hear you.

❖ **SCOUNDREL**

Do you rely most on concealment, the blade, your wit, your skill? What makes your attack a surprise?

↑↑ **CLEVER / SUBTLE / SWIFT**

↑↑ **FACE / STEEL / TOOLS**

Uncanny Dodge: When you gain a complication, spend 1PP to negate it. Step down your approach and role dice on your next roll.

❖ **UNLEASHED**

What sets you off? How do you feel afterwards? Why is the heat of battle so central to your focus?

↑↑ **BOLD / MIGHTY / SWIFT**

↑↑ **FAITH / STEEL / WILD**

Berserk Fury: When gaining an asset or complication related to your powerful rage, step it up.

❖ **WARRIOR**

What are you fighting for? Are you a specialist or a generalist? Who do you look up to?

↑↑ **CLEVER / MIGHTY / SWIFT**

↑↑ **STEEL / TOOLS / WILD**

Indomitable: You don't need to spend plot points to avoid being taken out, but you step up the complication gained.

CONTEXT

❖ **BRIGAND**

What set you on the path of the outlaw? Why do you stick with this group – what makes them important?

↑↑ **BOLD / SUBTLE / SWIFT**

↑↑ **FACE / STEEL / WILD**

Everyone For Themselves: Gain 1PP when you abandon an ally in a time of need to further your own agenda.

❖ **CAVALIER**

Whose banner do you serve? What is the code you live by? Do you have a retainer, or a ward, or a steed?

↑↑ **BOLD / MIGHTY / SWIFT**

↑↑ **FACE / STEEL / TOOLS**

Martyr: Gain 1PP when you put yourself directly in danger's path to protect others.

❖ **CLERGY**

What church are you a member of? How do you fulfil your duties? Do you hold clerical rank, with any political power?

↑↑ **CLEVER / SUBTLE / WISE**

↑↑ **FACE / FAITH / WAND**

Trust In Providence: Gain 1PP when your confidence in your deity puts you in inordinate danger.

❖ **CRAFTSWRIGHT**

What do you create? Do you have a workshop? Frequent a marketplace? Have you made a masterpiece?

↑↑ **CLEVER / MIGHTY / SUBTLE**

↑↑ **STEEL / TOOLS / WAND**

Eye for Quality: When you spend a plot point to make any asset last until the end of the session, step it up.

❖ **GLADIATOR**

Do you have a stage name? A signature move? What brought you out of the arena and into adventuring?

↑↑ **BOLD / MIGHTY / SWIFT**

↑↑ **FACE / STEEL / WILD**

Death Smiles: When you spend a plot point to take action while taken out, keep two dice instead of one.

❖ **GRIFTER**

What's your favorite con? Do you do it for the money, the rush, the game? What's your backup plan?

↑↑ **CLEVER / SUBTLE / WISE**

↑↑ **FACE / TOOLS / WAND**

Snake Oil: Gain 1PP when a con you're pulling goes south.

❖ **HIGHBORN**

Do you have a title? A house? Arms? How do you relate to the common "rabble"? Why do you go adventuring?

↑↑ **BOLD / CLEVER / MIGHTY**

↑↑ **FACE / FAITH / WAND**

Talking Points: When you spend a plot point to create a social asset, step down a related complication.

❖ **LOCAL HERO**

What heroic act brought you your fame? How are you expected to live up to it? Does fame exhilarate you?

↑↑ **BOLD / MIGHTY / WISE**

↑↑ **FACE / FAITH / STEEL**

Ambitious: When gaining an asset or complication related to your lofty aspirations, step it up

❖ **MARINER**

What rank do you hold? What do you sail – navy, merchant, explorer? Is there a port you wish to revisit?

⇧⇧ **MIGHTY / SWIFT / WISE**

⇧⇧ **FAITH / TOOLS / WILD**

Superstitious: Gain 1PP when you change your plans because of signs and portents from old wives' tales.

❖ **MILITANT**

Are you mercenary, militia, infantry? Do you maintain rank? Is there a particular strategy you're an expert at?

⇧⇧ **BOLD / MIGHTY / SWIFT**

⇧⇧ **STEEL / TOOLS / WILD**

Coordinated Strike: Step up any dice you lend to an ally. Step up any complications you receive as a result.

❖ **PIRATE**

Whose vessels do you board? Are you still friendly with your crew? Do you know where the treasure is buried?

⇧⇧ **BOLD / CLEVER / SWIFT**

⇧⇧ **FACE / STEEL / WILD**

More a Set of Guidelines: Spend 1PP to step down and rename a complication related to your morality or reliability.

❖ **RAGAMUFFIN**

What mishap put you on the streets? Who *do* you trust and why? How have you managed to survive?

⇧⇧ **CLEVER / SUBTLE / SWIFT**

⇧⇧ **FAITH / TOOLS / WILD**

Untrusting: When you gain a complication related to your inability to trust others, step it up to gain 1PP.

❖ **RECLUSE**

Why have you been separated from society? What brought you into this group? How are you dealing with interaction?

⇧⇧ **CLEVER / SUBTLE / WISE**

⇧⇧ **TOOLS / WAND / WILD**

Seclusion: Gain 1PP when you refuse a creature comfort others are enjoying.

❖ **SCHOLAR**

What's your specialty? Where have you been studying? Who comes to you for counsel and teaching?

⇧⇧ **CLEVER / SUBTLE / WISE**

⇧⇧ **FAITH / TOOLS / WAND**

Wisdom of the Ages: When history or myth guides you, spend 1PP to create an appropriate **D8** asset.

❖ **THESPIAN**

What is your favorite piece to perform? Do you make your own material? How does it integrate with adventuring?

⇧⇧ **BOLD / CLEVER / SUBTLE**

⇧⇧ **FACE / TOOLS / WAND**

Sharp Tongue: When gaining an asset or complication related to your biting wit, step it up.

❖ **WILDLING**

What terrain are you most comfortable in? How do you deal with bizarre city customs? Where are you from?

⇧⇧ **SUBTLE / SWIFT / WISE**

⇧⇧ **FAITH / STEEL / WILD**

Natural Selection: When you spend a plot point to avoid being taken out, step up the complication you gain to give your opponent a complication at the same rating.

FANTASY SAMPLES

SIGNATURE ASSETS

You can choose (or flip a coin, or roll a **d2**) between taking three **d6** signature assets, or one **d8** & one **d6**. For each asset, choose (or draw) a distinction to relate it to. Then choose (or draw) from these five general types of asset:

Place (when being in or knowledge of a place is advantageous)

Examples: **BOAR BELLY TAVERN**, **STREETS OF GLOOMFAST**,
COURT OF THE HIGH FAE

Thing (equipment you carry with you, or have access to)

Examples: **RIMEFROST DAGGER**, **ALCHEMICAL KIT**,
SIGNET RING OF HOUSE PENDRAGON

Personality Trait (for things beyond your distinctions)

Examples: **DASHING SMILE**, **TRUSTWORTHY**,
INFECTIOUS LAUGHTER

Trained Skill (could be role specialties, or general knowledge)

Examples: **COMBAT TACTICS**, **DECEPTION**, **TRAPSMITHING**,
LINGUISTIC APTITUDE

Special Ability (this is the weird stuff)

Examples: **FIRE RESISTANCE**, **TELEPATHY**, **FLIGHT**,
ARMORED CARAPACE

ASSETS & COMPLICATIONS

ROUND OF DRINKS D6	SAND IN THE FACE D6
CURE ALL POTION D10	NECROSIS D8
THE HIGHER GROUND D8	PINNED TO THE TREE D8
SUMMONED BADGER D6	BUT A FLESH WOUND D6
CLERICAL BLESSING D6	CURSED BY A GOD D12
FURIOUS RAGE D8	DISARMED D8

GM CHARACTERS & THREATS

GOBLIN ARCHER D6	GOBLIN SKIRMISHERS 3D6
GOBLIN CAPTAIN D10 • SHARP SHARP STICK D6	
RUNECASTER 2D8 • PUNY D4 • POWER RUNE D10	
TRAINED PHALANX 4D10	SEALED WATER TRAP 3D8

PLAYER CHARACTERS

CHILD OF ANTARR FOREST (<i>wood</i>) DEFENDER OF THE WILD (<i>animist</i>) CHRONICLER OF EONS PAST (<i>scholar</i>)	
BOLD 4	FACE 4
CLEVER 6	FAITH 6
MIGHTY 4	STEEL 4
SUBTLE 8	TOOLS 6
SWIFT 8	WAND 10
WISE 10	WILD 10
ELK COMPANION, "RALAS" 8	
STAFF CARVED FROM ANCESTOR TREE 6	
Attuned to Nature SFX: Natural Empathy Wisdom of the Ages	

KIN TO THE BEDROCK (<i>stone</i>) FRIENDS IN VERY LOW PLACES (<i>scoundrel</i>) CELEBRATED IN THE ARENA (<i>gladiator</i>)	
BOLD 6	FACE 8
CLEVER 6	FAITH 4
MIGHTY 10	STEEL 10
SUBTLE 6	TOOLS 8
SWIFT 8	WAND 4
WISE 4	WILD 6
UNDERWORLD CONNECTIONS 6	
WEAPONS OUT THE EARS 6	
UNNATURAL VIGOR 6	
Sturdy as a Rock SFX: Uncanny Dodge Death Smiles	

SCENARIO CREATION

FANTASY QUEST GENERATOR

Where do you find yourself?

1. Caverns Beneath the World
2. Deep Dark Forest
3. Extraplanar Madness
4. Forgotten Catacombs
5. Island in the Sky
6. Major City
7. Military Fortress
8. On the Open Sea
9. Pastoral Hamlet
10. Realm of Dreams
11. Sacred Ground
12. Upon the Highest Peaks

What's going on?

1. A MacGuffin Will Destroy All
2. A Mystery to Solve
3. Deliver a Package
4. Diplomatic Intrigue
5. Eliminate an Enemy
6. Escort a Personage
7. Explore a Dangerous Location
8. It's Quiet – Too Quiet
9. Rescue a Prisoner
10. Retrieve an Important Item
11. Simple Reconnaissance
12. War Is About to Erupt

Who are you up against?

1. A Wizard Did It
2. Band of Marauders
3. Deities Playing Chess
4. Demonic Entity
5. Good Intentions
6. Great Noble House
7. Incompetent But Lucky Mooks
8. Malevolent Swarm
9. Political Tyrant
10. Powerful Cunning Monster
11. Powerful Undead
12. Rival Party

Why are you doing this?

1. A Pretty Face
2. Duty for Your Nation
3. Dying Wish
4. Gain Power
5. Lots of Money
6. Nobody Else Can
7. Owe a Big Favor
8. Quest for Knowledge
9. Run From the Past
10. Sheer Pettiness
11. Voice of Providence
12. Were Told Not To

There's always a twist.

1. Ancient Future Tech
2. Complex Location (*draw +1 Where*)
3. Cut Off From Resources
4. Inconvenient Relationship
5. Magic Has Intelligence
6. Psychic Maelstrom
7. This Is Your Fault
8. Time Is Running Out
9. Too Many Cooks (*draw +1 Who*)
10. Trickster Spirit
11. Undead Are Everywhere
12. Wiggly Wobbly Timey Wimey

CYBERPUNK PLAYSET

PRIME SETS

APPROACHES

- ◆ **AGGRESSIVE:** get angry, get violent, get in people's faces
- ◆ **BRASH:** do it now, throw caution to the wind, be the center of attention
- ◆ **CLEVER:** talk smart, think fast, push your wetware to find the most ingenious solution
- ◆ **DECEPTIVE:** be manipulative, operate from the shadows, with secrets, misdirection, and double-talk
- ◆ **PRECISE:** be decisive, act with accuracy and clarity, and be prepared for anything
- ◆ **TENACIOUS:** take your time, plan ahead, outlast your opposition by sheer force of will

ROLES

- ◆ **ACTUATOR:** not everyone has much control over the nanites that permeate everything – but actuators have the most
- ◆ **DRIVER:** vehicles love you – don't worry about the specific word, you can fly just as well as you can drive
- ◆ **FIXER:** you've got connections, and being a people person is how you like to get things done
- ◆ **HACKER:** networks, databases, processing farms, and firewalls are like your own personal playground
- ◆ **INFILTRATOR:** sneak in, sneak out – heck, if you need to get into a place badly enough, who needs the sneaky?
- ◆ **SOLDIER:** killing – but hey, also not dying – is a thing you're good at, and it shows

DISTINCTIONS

SLEEVE

Your sleeve represents your physical form. Depending on the setting your group agrees on, this may even be something that you can easily change throughout play.

- ❖ **BRICK**
What makes you such a diehard? Are you physically imposing, or just heavily protected?
↑ **AGGRESSIVE / TENACIOUS**
↑↑ **DRIVER / FIXER / INFILTRATOR / SOLDIER**
Soak It Up: If you have a complication at **D10** or higher, boost **TENACIOUS** or **SOLDIER** for high stakes rolls.
- ❖ **CANVAS**
Do you use nanites, prosthetics, an image inducer? Why do you choose to look like anyone but yourself?
↑ **DECEPTIVE / PRECISE**
↑↑ **ACTUATOR / DRIVER / FIXER / INFILTRATOR**
Like a Glove: When donning a disguise, spend 1PP to create

an appropriate **D8** asset.

- ❖ **CLANK**
What put you in a robotic sleeve? Why did you stay there? Is it humanoid? Does it have a specialized purpose?
↑ **BRASH / TENACIOUS**
↑↑ **DRIVER / HACKER / INFILTRATOR / SOLDIER**
Betcha Can't: When you do something a meatsuit couldn't have, spend 1PP to create an appropriate **D8** asset.
- ❖ **JACKED**
Do you have a wireless implant, or surgical plugs? How do you experience the data stream?
↑ **AGGRESSIVE / CLEVER**
↑↑ **DRIVER / FIXER / HACKER / SOLDIER**
Direct Connection: When gaining an asset or complication related to always being plugged in, step it up.
- ❖ **LEYLINE**
You're a nanite nexus – why is this a problem? How do you leverage it to your advantage?
↑ **AGGRESSIVE / CLEVER**
↑↑ **ACTUATOR / FIXER / HACKER / SOLDIER**
Feel the Rush: Boost your approach die while using **ACTUATOR**. Spend 1PP to do this again.
- ❖ **LOOKER**
What makes you attractive – personality, pheromones, raw magnetism? How do you use that charm?
↑ **BRASH / DECEPTIVE**
↑↑ **ACTUATOR / FIXER / HACKER / INFILTRATOR**
Enchanting: Boost **DECEPTIVE** or **FIXER** while interacting socially. Spend 1PP to do this again.
- ❖ **PADFOOT**
Nobody notices you – are you just that good, or that forgettable?
↑ **DECEPTIVE / PRECISE**
↑↑ **ACTUATOR / FIXER / INFILTRATOR / SOLDIER**
As a Mouse: Boost your approach die while using **INFILTRATOR**. Spend 1PP to do both.
- ❖ **SENSATE**
How do your extra senses work – training, cybernetics, nanite manipulation? What do they let you do?
↑ **CLEVER / TENACIOUS**
↑↑ **ACTUATOR / DRIVER / FIXER / HACKER**
Awareness: When gaining an asset or complication related to your overpowered senses, step it up.

❖ **SLIM**

Are you tiny and dexterous? Do you literally come apart at the seams? How did you achieve this flexibility?

↑ **BRASH / PRECISE**

↑↑ **ACTUATOR / DRIVER / INFILTRATOR / SOLDIER**

Escape Artist: If you have a complication at **D10** or higher, boost **PRECISE** or **INFILTRATOR** for high stakes rolls.

❖ **SPRINT**

How does your speed manifest? Are you a leadfoot, an olympic medalist, great at putting stuff together fast?

↑ **AGGRESSIVE / BRASH**

↑↑ **DRIVER / HACKER / INFILTRATOR / SOLDIER**

Need For Speed: When you benefit from going as fast as possible, spend 1PP to create an appropriate **D8** asset.

❖ **SYNAPSE**

Why do you think so fast? Are you a telepath, can you predict the future, are your nerves fiber optics?

↑ **CLEVER / PRECISE**

↑↑ **ACTUATOR / DRIVER / FIXER / HACKER**

Speed of Thought: You may spend plot points to create assets (and roll them) even after you've rolled.

❖ **TWIST**

What about you comes off as alien? Is it from genetics, nanites, cybernetics, or are you literally an actual alien?

↑ **DECEPTIVE / TENACIOUS**

↑↑ **ACTUATOR / HACKER / INFILTRATOR / SOLDIER**

Discarded Humanity: When gaining an asset or complication that reflects your distance from baseline, step it up.

Ego

This is basically *how* you get things done. The thing people know you for.

❖ **ARCHAIC**

What aspect of the past are you fixated on? Why is it better than modern tech? Do you make your own equipment?

↑↑ **BRASH / CLEVER / TENACIOUS**

↑↑ **ACTUATOR / DRIVER / SOLDIER**

Good Ol' Days: When leveraging your knowledge of ancient tech, spend 1PP to create an appropriate **D8** asset.

❖ **ASSASSIN**

Who are your targets? What are your methods? Who are your clients? Who's right on your tail?

↑↑ **AGGRESSIVE / CLEVER / DECEPTIVE**

↑↑ **DRIVER / INFILTRATOR / SOLDIER**

Scoped: Boost **DECEPTIVE** or **SOLDIER** when your opposition

is unaware of you. Spend 1PP to do this again.

❖ **BURNOUT**

What is it you refuse to do anymore? Why did you have to change things? How do you avoid it?

↑↑ **AGGRESSIVE / BRASH / DECEPTIVE**

↑↑ **DRIVER / FIXER / INFILTRATOR**

Lost Clarity: Let the GM use one of your assets as a complication for a roll to gain 1PP.

❖ **CELEBRITY**

What brought you your fame? How do you leverage it? How does it make your life more difficult?

↑↑ **BRASH / CLEVER / DECEPTIVE**

↑↑ **DRIVER / FIXER / INFILTRATOR**

You Know Me: When gaining an asset or complication based on being well-known, step it up.

❖ **CHAMELEON**

How do you blend in? What's your favorite persona? Who, if anyone, knows the real you?

↑↑ **BRASH / DECEPTIVE / PRECISE**

↑↑ **ACTUATOR / FIXER / INFILTRATOR**

In Character: Once per scene, step down one trait to step up another in the same set, for the rest of the scene.

❖ **DATABASE**

What's your data specialty? How did you obtain all this information? What dangerous knowledge do you possess?

↑↑ **CLEVER / DECEPTIVE / PRECISE**

↑↑ **FIXER / HACKER / INFILTRATOR**

I Know This: Boost your role die while using **CLEVER**. Spend 1PP to do this again.

❖ **ENFORCER**

As part of the system of tyranny – why are you helping the crew? How do you address your role in their oppression?

↑↑ **AGGRESSIVE / PRECISE / TENACIOUS**

↑↑ **DRIVER / FIXER / SOLDIER**

In Command: When gaining an asset or complication based on being an authority figure, step it up.

❖ **HAMMER**

What makes you the best at your job? Why do you focus on one tactic for everything? What are you terrible at?

↑↑ **AGGRESSIVE / BRASH / TENACIOUS**

↑↑ **ACTUATOR / DRIVER / SOLDIER**

Meet Nail: Boost your role die while using **AGGRESSIVE**. Spend 1PP to do this again.

❖ **HUB**

Why do people come to you? Who owes you a big favor?
What dirt on you are you keeping quiet?

↑↑ **AGGRESSIVE / PRECISE / TENACIOUS**

↑↑ **ACTUATOR / FIXER / HACKER**

Contacts: When relying on your extensive network of associates, spend 1PP to create an appropriate **D8** asset.

❖ **LOKI**

There's a logic to chaos – what's yours? Who still guesses your every move? What's your favorite scheme?

↑↑ **BRASH / CLEVER / DECEPTIVE**

↑↑ **ACTUATOR / HACKER / INFILTRATOR**

Unpredictable: Use a complication as an asset for one roll. Step it up afterwards.

❖ **SCAVENGER**

Text

↑↑ **CLEVER / DECEPTIVE / TENACIOUS**

↑↑ **FIXER / INFILTRATOR / SOLDIER**

Jury-rig: Step up a scene asset for one roll. Step it down afterwards.

❖ **SLINGER**

Text

↑↑ **AGGRESSIVE / PRECISE / TENACIOUS**

↑↑ **DRIVER / HACKER / SOLDIER**

All Out: Spend 1PP to double a scene asset for a roll. You may keep a third die. Remove that asset afterwards.

❖ **STITCH**

Text

↑↑ **CLEVER / PRECISE / TENACIOUS**

↑↑ **ACTUATOR / FIXER / HACKER**

Taking Care: Step up or double your role when addressing another character's complication. Spend 1PP to do both.

❖ **SYCOPHANT**

Whose ass are you kissing? How does that complicate your crew dynamic? What do you get in return?

↑↑ **BRASH / DECEPTIVE / PRECISE**

↑↑ **DRIVER / HACKER / SOLDIER**

Yes, Boss: Gain 1PP when you ignore your ideals in the service of someone else.

❖ **NANOWIZARD**

Text

↑↑ **AGGRESSIVE / CLEVER / PRECISE**

↑↑ **ACTUATOR / HACKER / INFILTRATOR**

Old Secrets: When history or tradition guides your hand,

spend 1PP to create an appropriate **D8** asset.

❖ **ZEALOT**

Text

↑↑ **AGGRESSIVE / BRASH / TENACIOUS**

↑↑ **ACTUATOR / HACKER / SOLDIER**

Last Word: Step up or double **BRASH** or **ACTUATOR** when enforcing your ideal. Spend 1PP to do both.

IDEAL

You follow your ideal to determine *why* you do what you do. It's not all-encompassing, but it should guide your choices.

❖ **ADDICTION**

Text

↑↑↑ **AGGRESSIVE / BRASH / DECEPTIVE / PRECISE**

↑ **ACTUATOR / INFILTRATOR**

Feed the Need: When you gain an addiction related complication, step it up to gain 1PP.

❖ **ARROGANCE**

Text

↑↑↑ **AGGRESSIVE / BRASH / DECEPTIVE / TENACIOUS**

↑ **INFILTRATOR / SOLDIER**

Better Than, Even: Gain 1PP when someone takes offense at your imperiousness.

❖ **ASCETICISM**

Text

↑↑↑ **BRASH / CLEVER / PRECISE / TENACIOUS**

↑ **HACKER / INFILTRATOR**

Bare Minimum: When you make a roll with no assets or complications, you may keep a third die.

❖ **CONTROL**

Text

↑↑↑ **AGGRESSIVE / CLEVER / DECEPTIVE / PRECISE**

↑ **FIXER / HACKER**

Hyperfocus: Step up or double your role while using **PRECISE**. Spend 1PP to do both.

❖ **CREATION**

Text

↑↑↑ **AGGRESSIVE / BRASH / CLEVER / PRECISE**

↑ **ACTUATOR / FIXER**

Made to Last: When you spend a plot point to extend an asset to last through the session, step it up.

❖ **DESTRUCTION**

Text

↑↑↑ **AGGRESSIVE / BRASH / DECEPTIVE / TENACIOUS**

↑ **ACTUATOR / SOLDIER**

Mutually Assured: When a GMC gains a complication, gain or step up one of your own to step it up.

❖ **FREEDOM**

Text

↑↑ **AGGRESSIVE / BRASH / CLEVER / DECEPTIVE**

↑ **DRIVER / INFILTRATOR**

Self-determination First: Gain 1PP when you forgo a more effective option that involves removing autonomy.

❖ **HONOR**

Text

↑↑ **BRASH / CLEVER / PRECISE / TENACIOUS**

↑ **DRIVER / SOLDIER**

No Compromise: Gain 1PP when you refuse to do things the easy way because of your code.

❖ **INFORMATION**

Text

↑↑ **CLEVER / DECEPTIVE / PRECISE / TENACIOUS**

↑ **FIXER / HACKER**

Hard Facts: Spend 1PP to step up a data related scene asset.

❖ **PAIN**

Text

↑↑ **AGGRESSIVE / BRASH / DECEPTIVE / TENACIOUS**

↑ **HACKER / SOLDIER**

Gratuitous: Gain 1PP when you go out of your way to inflict or receive unnecessary harm.

❖ **PEACE**

Text

↑↑ **CLEVER / DECEPTIVE / PRECISE / TENACIOUS**

↑ **ACTUATOR / DRIVER**

Settle Down: When you spend a plot point to create a social asset, step down a related complication.

❖ **TEAM**

Text

↑↑ **AGGRESSIVE / CLEVER / PRECISE / TENACIOUS**

↑ **DRIVER / FIXER**

In This Together: You may spend plot points for anyone who you can communicate with.

CYBERPUNK SAMPLES

SIGNATURE ASSETS

You can choose (or flip a coin, or roll a **d2**) between taking three **d6** signature assets, or one **d8** & one **d6**. For each asset, choose (or draw) a distinction to relate it to. Then choose (or draw) from these five general types of asset:

Gear (equipment you carry with you, or have access to)

Examples: **BLEEDING EDGE DECK**, **DISRUPTER 5K12**,

MODDED HYPERCAR

Contact (knowing people is key to navigating the sprawl)

Examples: **ARMS DEALER KEL**, **CLUB ENERGIZE**,

THIRD EYE DBA LOGIN

Personal Mods (amazing what they can do with scalpel & 3dP)

Examples: **AR SCANNING SUITE**, **AUGMENTED MUSCULATURE**,

DERMAL PLATING

Trained Skill (could be role specialties, or general knowledge)

Examples: **ZERO-G TRAINING**, **MEDICINE**, **CORPORATE POLICIES**,

NANOTECH

Special Ability (this is the weird stuff)

Examples: **MAGIC RESISTANCE**, **PRECOGNITION**, **VENOMOUS**,

REGENERATION

ASSETS & COMPLICATIONS

ILLICIT IDENTCHIP D6	DISCONNECTED D6
ARMORED CAR D10	ON CAMERA D8
MAP OF THE VENTS D8	INVERTER'S SHOT D8
BANISHING SIGIL D6	COUNTERSPELL D6
UPGRADED AVATAR D6	DISINTEGRATION NANITES D12
C4 CHARGES D8	TRACED IP D8

GM CHARACTERS & THREATS

AUTOMATED DRONE D6	DRONE FLEET 3D6
SECURITY GUARD D10 • SHOCK STICK D6	
MEGACORP CTO 2D8 • NOT THE FACE D4 • TRANSMITTER D10	
CYBER NINJA SQUAD 4D10	SECURITY GRID 3D8

PLAYER CHARACTERS

BORN UNDER A SEER'S STAR (<i>leyline</i>)	
I'M HERE TO HELP (<i>stitch</i>)	
HIPPOCRATES WOULD BE PROUD (<i>honor</i>)	
AGGRESSIVE 4	ACTUATOR 10
BRASH 4	DRIVER 4
CLEVER 10	FIXER 8
DECEPTIVE 6	HACKER 8
PRECISE 10	INFILTRATOR 4
TENACIOUS 6	SOLDIER 6
KNOWLEDGE IMPLANT: MEDICINE 8	
NANITE LURE 6	
<i>Feel the Rush</i> SFX: <i>Taking Care</i> <i>No Compromise</i>	

CYSYSTEMS MODEL SLDR-8 (<i>clank</i>)	
WEAPONS MODULES (<i>slinger</i>)	
JOBS DONE — AT ALL COSTS (<i>destruction</i>)	
AGGRESSIVE 8	ACTUATOR 4
BRASH 8	DRIVER 8
CLEVER 4	FIXER 4
DECEPTIVE 4	HACKER 6
PRECISE 6	INFILTRATOR 6
TENACIOUS 10	SOLDIER 12
ADVANCED TARGETING SYSTEM 6	
MILITARY CONNECTIONS 6	
"BLACK BOX" CHASSIS CORE 6	
<i>Betcha Can't</i> SFX: <i>All Out</i> <i>Mutually Assured</i>	

SCENARIO CREATION

CYBERPUNK MISSION GENERATOR

Where's the action?

1. Abandoned Research Facility
2. Entertainment complex
3. Hyperloop train
4. Megacorp office tower
5. Mobile sky-plex
6. Moon colony
7. Orbital station
8. Secret underground base
9. Streets of the sprawl
10. The low-tech under-city
11. Virtual reality
12. War zone

What's the objective?

1. Assassinate someone
2. Character assassination
3. Collect a bounty
4. Deliver a package
5. Deploy tech
6. Destroy tech
7. Escape
8. Plant evidence
9. Protect someone
10. Reconnaissance
11. Steal tech
12. Supply aid

Who's gonna stop you?

1. Anarchist ecoterrorists
2. Bounty hunters
3. Giant robot
4. Hacker team
5. Highly trained cyberninjas
6. Megacorp security
7. Religious zealots
8. Rival runner crew
9. Swarm of tiny robots
10. Terrifyingly powerful Actuator
11. Uplifted animals
12. Your own reputation

Why did you even take this job?

1. Become a legend
2. Favor for a triad boss
3. Independent thought is at stake
4. It's personal
5. Just for fun
6. Lots and lots of money
7. Megacorps are consolidating
8. Need the newest upgrades
9. Revenge
10. You're next for "reconditioning"
11. Your employers put bombs inside you
12. Your reputation

There's always a twist.

1. Free agents (*draw +1 Who*)
2. High stakes (*draw +1 Why*)
3. Highly publicized
4. Inconvenient relationship
5. No kills (*excepting mission objectives*)
6. No witnesses
7. On the move (*draw +1 Where*)
8. Overtime (*draw +1 What*)
9. Time is running out
10. You need to use extremely experimental tech
11. You're spies for the opposition
12. You've been made

SUPERS PLAYSET (INCOMPLETE)

PRIME SETS

VALUES

- ◆ **DUTY:** because nobody else can, or will – so it's up to you
- ◆ **FAME:** soak up the adoration of your fans – everyone's going to know what you're capable of
- ◆ **JUSTICE:** truth, integrity, morality, trust – it adds up to following the right path for the right reasons
- ◆ **MASTERY:** you've gotta be the very best – self improvement is key to knowledge and control
- ◆ **MERCY:** give comfort, reduce harm – replace terror with kindness
- ◆ **UNITY:** it's for the people, the companionship, the love of friends and family

STANCES

- ◆ **ASSESS:** part of it's planning, part is observing, but all of it's necessary to be prepared for anything
- ◆ **DEFEND:** protecting yourself – and more importantly protecting others – from the ravages of villainy
- ◆ **ENGAGE:** take a challenge head-on, through direct action and decisiveness
- ◆ **PROVOKE:** get people riled up – either to be angry at you, or excited about a cause, or even upset at themselves
- ◆ **SUPPORT:** give someone a hand, help them recover, shoulder their burden
- ◆ **UNLEASH:** let loose the full, life-changing potential of your powers – go beyond your comfort zone

DISTINCTIONS

ORIGIN

- ❖ **CAUGHT BY AN ACCIDENT**
What happened? How did it lead to your powers? What are the bad side effects you have to deal with?
⇅ **JUSTICE / MERCY / UNITY**
⇅ **ASSESS / DEFEND / ENGAGE**
SFX: Text
- ❖ **FIRST OF PERHAPS MANY**
Did you create this process? Was it forced upon you? Are you proud or rueful? A leader or subservient?
⇅ **FAME / MASTERY / UNITY**
⇅ **ASSESS / DEFEND / SUPPORT**
SFX: Text
- ❖ **FROM THE FUTURE**
How and why did you end up in the past? Do you want to go back to your time? Did others come with you?
⇅ **FAME / MASTERY / MERCY**

⇅ **ASSESS / SUPPORT / UNLEASH**

History to Me: Step up or double **MASTERY** or **ASSESS** when future knowledge is instrumental. Spend 1PP to do both.

- ❖ **INHERITED A MANTLE**
Do you use the same name as your predecessor, or did you change it? Are people aware you're not the same hero?
⇅ **DUTY / FAME / UNITY**
⇅ **ASSESS / ENGAGE / SUPPORT**
Shadow of the Past: When gaining an asset or complication related to your relationship with your mentor, step it up.
- ❖ **IT'S MY JOB**
Who do you answer to? What do they have to do with your powers and training? What might it take to defect?
⇅ **DUTY / FAME / JUSTICE**
⇅ **ASSESS / ENGAGE / UNLEASH**
Expense Account: When you're pulling strings with your employer, spend 1PP to create an appropriate **D8** asset.
- ❖ **LOST SOMEONE IMPORTANT**
Who was it? Why and how did losing them push you into the life of a hero (or anti-hero)?
⇅ **DUTY / MERCY / UNITY**
⇅ **DEFEND / PROVOKE / SUPPORT**
Empathy: Step up or double **MERCY** or **SUPPORT** when making a social connection. Spend 1PP to do both.
- ❖ **NO LONGER HUMAN**
What are you now? How did that transition happen? Would you reverse things if you could?
⇅ **MASTERY / MERCY / UNITY**
⇅ **DEFEND / PROVOKE / UNLEASH**
SFX: Text
- ❖ **RETURNED FROM DEATH**
Text
⇅ **DUTY / JUSTICE / MERCY**
⇅ **ENGAGE / PROVOKE / SUPPORT**
SFX: Text
- ❖ **SACRIFICE FOR POWER**
Text
⇅ **FAME / JUSTICE / MASTERY**
⇅ **ENGAGE / PROVOKE / UNLEASH**
SFX: Text
- ❖ **SUPERIOR KNOWLEDGE**
Text
⇅ **DUTY / FAME / UNITY**
⇅ **ASSESS / PROVOKE / SUPPORT**

SFX: Text

❖ VESSEL FOR POWER

Why has this power chosen you? Do you control it or does it control you? Is there some way you could lose it?

↑↑ DUTY / JUSTICE / MASTERY

↑ DEFEND / ENGAGE / UNLEASH

Let It Flow: Step up or double **MASTERY** or **UNLEASH** when allowing the power full control. Spend 1PP to do both.

❖ WAS NEVER HUMAN

Are you alien? A construct? An idea given form? How does this affect how you interact and integrate with humans?

↑↑ JUSTICE / MASTERY / MERCY

↑ DEFEND / PROVOKE / UNLEASH

These Ways Are Strange to Me: Gain 1PP when your disconnect from humanity causes some kind of issue.

DRIVE

❖ BE AN EXAMPLE

What example are you trying to set? Does your morality slam people in the face, or are you more discreet about it?

↑↑↑ DUTY / FAME / JUSTICE / UNITY

↑ DEFEND / ENGAGE

SFX: Text

❖ ENDS JUSTIFY THE MEANS

What are the altruistic “ends” you’re willing to cross lines for? What moral compromises are you prepared to make?

↑↑↑ DUTY / JUSTICE / MASTERY / MERCY

↑ PROVOKE / UNLEASH

Nothing Is Off the Table: Double a scene asset for a roll. Afterwards, change it into a complication.

❖ EXPLORE THE UNKNOWN

Text

↑↑↑ DUTY / FAME / JUSTICE / MASTERY

↑ ASSESS / UNLEASH

SFX: Text

❖ FORGET THE PAST

Text

↑↑↑ DUTY / MASTERY / MERCY / UNITY

↑ DEFEND / SUPPORT

SFX: Text

❖ GET FAMOUS

What will you do with your fame? How do you expect to get there? Why is heroing a part of that?

↑↑↑ FAME / MASTERY / MERCY / UNITY

↑ ENGAGE / PROVOKE

SFX: Text

❖ JUSTIFY MY EXISTENCE

Text

↑↑↑ DUTY / FAME / MASTERY / UNITY

↑ ASSESS / SUPPORT

SFX: Text

❖ LEARN FROM THE PAST

Text

↑↑↑ FAME / JUSTICE / MERCY / UNITY

↑ ASSESS / PROVOKE

SFX: Text

❖ PROTECT THE INNOCENT

Text

↑↑↑ DUTY / JUSTICE / MERCY / UNITY

↑ DEFEND / SUPPORT

SFX: Text

❖ QUEST FOR WISDOM

Text

↑↑↑ DUTY / FAME / JUSTICE / MERCY

↑ ASSESS / ENGAGE

Knowledge Is Power: Text

❖ RENEGADE

Text

↑↑↑ FAME / JUSTICE / MASTERY / UNITY

↑ ENGAGE / UNLEASH

SFX: Text

❖ SELF DISCOVERY

Text

↑↑↑ FAME / MASTERY / MERCY / UNITY

↑ PROVOKE / UNLEASH

SFX: Text

❖ TRUTH AND JUSTICE

Text

↑↑↑ DUTY / JUSTICE / MASTERY / MERCY

↑ DEFEND / SUPPORT

Prudent Detachment: Gain 1PP when you minimize a personal connection to uphold your moral compass.

POWERS

❖ AVATAR

You embody a concept, usually an animal of some sort. What is it? How do you exemplify it?

↑ MERCY / UNITY

↑↑↑ ASSESS / DEFEND / ENGAGE / SUPPORT

Incarnate: When you're fully expressing the concept you represent, spend 1PP to create an appropriate **D8** asset.

❖ **CLASSIC FLYING BRICK**

How are you different from every other flying brick? What makes you unique?

↑ **FAME / JUSTICE**

↑↑↑ **DEFEND / ENGAGE / SUPPORT / UNLEASH**

Above It All: When gaining an asset or complication based on your positioning, step it up.

❖ **COMBAT MASTER**

Is there a specific technique you're the best at? Does your power come from within, or are you imbued with extra?

↑ **DUTY / MASTERY**

↑↑↑ **ASSESS / DEFEND / ENGAGE / PROVOKE**

SFX: Text

❖ **ELEMENTAL**

Text

↑ **FAME / MERCY**

↑↑↑ **DEFEND / PROVOKE / SUPPORT / UNLEASH**

SFX: Text

❖ **ENERGY CONTROL**

Text

↑ **JUSTICE / UNITY**

↑↑↑ **DEFEND / ENGAGE / SUPPORT / UNLEASH**

SFX: Text

❖ **MAGIC USER**

Text

↑ **FAME / MASTERY**

↑↑↑ **ASSESS / DEFEND / SUPPORT / UNLEASH**

SFX: Text

❖ **PSYCHIC**

Text

↑ **MASTERY / UNITY**

↑↑↑ **ASSESS / PROVOKE / SUPPORT / UNLEASH**

SFX: Text

❖ **SHAPESHIFTER**

Text

↑ **MERCY / UNITY**

↑↑↑ **ASSESS / ENGAGE / PROVOKE / SUPPORT**

Conservation of Power: When in another shape, create a scene asset of any rating. Also take a complication of the same rating.

❖ **SPEEDSTER**

Text

↑ **DUTY / FAME**

↑↑↑ **ASSESS / DEFEND / SUPPORT / UNLEASH**

Right Place, Right Time: You may spend plot points to create assets (and roll them) even after you've rolled.

❖ **SUMMONER**

What do you summon? (swarm, horde of robots, an army)

How do they show up and why do they serve you?

↑ **MASTERY / UNITY**

↑↑↑ **ASSESS / DEFEND / PROVOKE / SUPPORT**

SFX: Text

❖ **SUPERNATURAL**

What fairy tale, legend, or cryptid story are you from? How do you get by in the modern world?

↑ **JUSTICE / MERCY**

↑↑↑ **ENGAGE / PROVOKE / SUPPORT / UNLEASH**

SFX: Text

❖ **TECHNOLOGIST**

Text

↑ **FAME / MASTERY**

↑↑↑ **ASSESS / ENGAGE / PROVOKE / UNLEASH**

Bleeding Edge: Text

❖ **UNBREAKABLE**

Text

↑ **DUTY / JUSTICE**

↑↑↑ **DEFEND / ENGAGE / PROVOKE / UNLEASH**

Not This Time: When you spend a plot point to avoid being taken out, step down the complication you gain.

❖ **VIGILANTE**

Text

↑ **DUTY / JUSTICE**

↑↑↑ **ASSESS / DEFEND / ENGAGE / PROVOKE**

Your Reputation Precedes You: When gaining an asset or complication based on your fame or infamy, step it up.

SUPERS SAMPLES

SIGNATURE ASSETS SUPERPOWERS

You start with one power trait rated at **d10**. You may instead take two powers rated at **d8**, and for each **d8** you may instead take two powers rated at **d6**. For each power trait, choose (or draw) from these six general types of power:

Movement (they get you from one place to another)

Examples: **FLIGHT, TELEPORT, SPEED, LEAPING**

Damage (for hurting and destroying)

Examples: **BLAST, STRENGTH, WEAPONS, VENOM**

Protection (for defending yourself and others)

Examples: **DURABILITY, SHIELD, RESISTANCE, REFLEXES**

Control Over Self (manipulating aspects of yourself)

Examples: **INVISIBILITY, REFLEXES, STRETCHING, SIZE CHANGING, SENSES**

Control Over Others (manipulating aspects of environment)

Examples: **AIR, EARTH, FIRE, WATER, ELECTRIC, MIND, PLANT, ANIMAL, TECHNOLOGY, WEATHER, MAGNETIC, SONIC**

Versatility (they don't *do* much directly, but a lot indirectly)

Examples: **GADGETS, SHAPESHIFT, SORCERY, MIMIC**

"What if I can't pull off my concept with these dice?"

Well, there are things you can probably do, justified by your distinctions, which don't need the mechanical weight of the power traits. Maybe you can fly, but you want to keep **2D8** for **STRENGTH** and **DURABILITY**. Discuss with your GM and fellow players, and sure, you can fly. You just won't be including it in dice pools.

ASSETS & COMPLICATIONS

A D6	C D6
A D10	MY ONLY WEAKNESS D8
A D8	C D8
A D6	C D6
A D6	C D12
A D8	C D8

GM CHARACTERS & THREATS

FOOT SOLDIER D6	FOOT SOLDIER SQUAD 3D6
ANGRY TELEKINETIC D10 • SO MUCH DEBRIS D6	
ANCIENT MASTERMIND 2D8 VULNERABLE TO UV D4 • VAMPIRE D10	
ARMY OF ROBOTS 4D10	ICBM 3D8

PLAYER CHARACTERS

VISITING ANDROMEDAN (<i>was never human</i>) TELL ME EVERYTHING (<i>quest for wisdom</i>) SYNAPSES & CIRCUITS (<i>technologist</i>)	
DUTY 8	ASSESS 10
FAME 4	DEFEND 6
JUSTICE 6	ENGAGE 6
MASTERY 10	PROVOKE 6
MERCY 8	SUPPORT 6
UNITY 4	UNLEASH 6
TECHNOLOGY CONTROL 10	
These Ways Are Strange to Me SFX: Knowledge Is Power Bleeding Edge	

HAMMERHEAD AGENT (<i>it's my job</i>) I'M NO HERO (<i>ends justify the means</i>) NOT ON MY WATCH (<i>vigilante</i>)	
DUTY 8	ASSESS 6
FAME 4	DEFEND 8
JUSTICE 10	ENGAGE 8
MASTERY 8	PROVOKE 10
MERCY 6	SUPPORT 4
UNITY 4	UNLEASH 4
MULTIMODE PULSE RIFLE 8	
UTILITY BELT 6	
HH38 STEALTH SUIT 6	
Expense Account SFX: Nothing Is Off the Table Your Reputation Precedes You	

SCENARIO CREATION
SUPERS ISSUE GENERATOR

Where's the action?

1.

What threatens the populace?

1.

Who is today's villain?

1.

Why is your team handling this?

1.

There's always a twist.

1.

SPACE OPERA PLAYSET (INCOMPLETE)

PRIME SETS

APPROACHES

- ◆ **AGGRESSIVE:** up
- ◆ **BRASH:** up
- ◆ **CLEVER:** up
- ◆ **DECEPTIVE:** up
- ◆ **PRECISE:** up
- ◆ **TENACIOUS:** up

ROLES

- ◆ **FACE:** up
- ◆ **FIGHT:** up
- ◆ **•FILTRATE:** up
- ◆ **FIX:** up
- ◆ **FLUX:** up
- ◆ **FLY:** up

DISTINCTIONS

HERITAGE

- ❖ **ASTROMECH SERVEBOT**
⚡ **BRASH / CLEVER / PRECISE**
⚡ **•FILTRATE / FIX / FLY**
SFX: Text
- ❖ **WALKING CARPET**
⚡ **AGGRESSIVE / BRASH / TENACIOUS**
⚡ **FIGHT / •FILTRATE / FIX**
Let the Carpet Win: Step up or double **AGGRESSIVE** or **FIGHT** while angry. Spend 1PP to do both.

EXPERTISE

- ❖ **SCOUT**
⚡ **CLEVER / PRECISE / TENACIOUS**
⚡ **•FILTRATE / FIX / FLY**
SFX: Text
- ❖ **SPACE WIZARD**
⚡ **CLEVER / DECEPTIVE / PRECISE**
⚡ **FACE / FIGHT / FLUX**
SFX: Text

HISTORY

- ❖ **MOISTURE FARMER**
⚡ **BRASH / PRECISE / TENACIOUS**
⚡ **FACE / FIX / FLY**
SFX: Text
- ❖ **STRONG IN THE FLUX**
⚡ **CLEVER / PRECISE / TENACIOUS**

⚡ **FACE / FIGHT / FLUX**

SFX: Text

❖ **DISTINCTION**

⚡ **AGGRESSIVE / BRASH / CLEVER / DECEPTIVE / PRECISE / TENACIOUS**

⚡ **FACE / FIGHT / •FILTRATE / FIX / FLUX / FLY**

SFX: Text

URBAN FANTASY PLAYSET (INCOMPLETE)

PRIME SETS

DOMAINS (AFFILIATIONS)

- ◆ **ARCANE:** aoeu
- ◆ **DEAD:** aoeu
- ◆ **FABLE:** aoeu
- ◆ **HELL:** aoeu
- ◆ **MUNDANE:** aoeu
- ◆ **TECH:** aoeu

TOOLS (ROLES)

- ◆ **BOOKS:** aoeu
- ◆ **PLACES:** aoeu
- ◆ **TRICKS:** aoeu
- ◆ **WEAPONS:** aoeu
- ◆ **WITS:** aoeu
- ◆ **WORDS:** aoeu

DISTINCTIONS

AOEU

aoeu

- ❖ **Aoeu**
Ask leading questions?
⬆️ **A/B/C**
⬆️ **D/E/F**
SFX: SFX text.

❖

URBAN FANTASY SAMPLES

SIGNATURE ASSETS

You can choose (or flip a coin, or roll a **d2**) between taking three **d6** signature assets, or one **d8** & one **d6**. For each asset, choose (or draw) a distinction to relate it to. Then choose (or draw) from these five general types of asset:

Gear (equipment you carry with you, or have access to)

Examples: **BLEEDING EDGE DECK**, **DISRUPTER 5K12**,
MODDED HYPERCAR

Contact (knowing people is key to navigating the sprawl)

Examples: **ARMS DEALER KEL**, **CLUB ENERGIZE**,
THIRD EYE DBA LOGIN

Personal Mods (amazing what they can do with scalpel & 3dP)

Examples: **AR SCANNING SUITE**, **AUGMENTED MUSCULATURE**,
DERMAL PLATING

Trained Skill (could be role specialties, or general knowledge)

Examples: **ZERO-G TRAINING**, **MEDICINE**, **CORPORATE POLICIES**,
NANOTECH

Special Ability (this is the weird stuff)

Examples: **MAGIC RESISTANCE**, **PRECOGNITION**, **VENOMOUS**,
REGENERATION

ASSETS & COMPLICATIONS

DEALER CHARACTERS & THREATS

PLAYER CHARACTERS

AOEU (aoeu) AOEU (aoeu) AOEU (aoeu)	
ARCANE 4	BOOKS 10
DEAD 4	PLACES 4
FABLE 10	TRICKS 8
HELL 6	WEAPONS 8
MUNDANE 10	WITS 4
TECH 6	WORDS 6
AOEU 8	
AOEU 6	
Aoeu SFX:Aoeu Aoeu	

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22. You need to use extremely experimental tech
23. You're spies for the opposition
24. You've been made