

UPGRADES AND FLAIR

FLAIR EXAMPLES

Bar	Aquarium	Meditation room
Conversation pit with shag carpet	Conference room	Game room
Discothèque	Wine cellar	Art studio
Sauna	Plant conservatory	Music room
Professional kitchen	Stellar observatory	Tea parlor
Dining room	Trophy room (glass cases with spotlighting)	Ball court
Library	Communication hub (telephones, radios, and plasmovision sets)	Front business (laundrette, autopod-wash, real estate office, art gallery, taxi service, restaurant, etc.)
Cinema		
Swimming pool		

PLANNING MEETING

1. SKETCH OPPORTUNITIES

GM and every player each **present an opportunity**, providing **one or two** of: a **client**; a **target** faction; and/or an **operation type**. Consider:

- What score is my character interested in?
- What's best for the crew right now?
- What would be interesting, funny, or chaotic?

2. ROLL FOR PAYOUTS

Payout → Crew Tier roll + Target's Tier

Roll for each opportunity. This tells you **stacks**, as well as size/difficulty. GM may modify final payout.

3. CHOOSE NEXT SCORE

Once you've chosen which score, flashback to arranging this score with the client. **Gather information** if you want, then decide an **approach** and **opening gambit**.

APPROACH

Choose an **approach**, provide the *opening gambit*, and decide whether you're going quiet or loud.

Assault: *The attack point*

Paranormal: *The strange power*

Speed: *The moment of impact*

Deception: *Misdirection or disguise*

Social: *The connection*

Stealth: *The entry point*

Some Ways to Unwind... Go fishing, art gallery, karaoke, group therapy, group argument, barhopping, movie night, cards, boardgame, hit the club, dancing, big meal together, a walk in the park, a picnic, driving aimlessly, spa day, roller skating, watch the fight together, group training session, visit the fairground, group meditation, see a concert, have fortunes told, matching tattoos, a protest or rally, flea market, stargazing, jazz bar, trip on lysisd, smoke echo weed, friendly sports match.

Cohorts

Edges: *Fearsome, Independent, Loyal, Resourceful, Tenacious, Vigilant*

Flaws: *Principled, Ruthless, Clumsy, Hedonistic, Panicky, Superstitious*

EXPERT

WEAK IMPAIRED BROKEN ARMOR

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Example Experts: *Doctor, Investigator, Hitman, Spy, Demolitionist, Surveillance Specialist, Counterfeiter, Chemist, Psychologist, Sparktech, Socialite, Musician, Escape Artist, Stunt Driver, Weaponsmith, Con Artist, PR Expert, Art Forger, Martial Artist, Locksmith, Psychic Medium, Big Pet Animal, Resonance Entity, Documentarian, Airship Pilot*

GANG

WEAK IMPAIRED BROKEN ARMOR

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Gang types

Eggheads (scholars and scientists)
Hustlers (con artists and socialites)
Runners (drivers and scouts)
Infiltrators (spies and thieves)
Muscle (heavies and thugs)

Gang scale

Tier V: Massive gangs, 80 people
Tier IV: Huge gangs, 40 people
Tier III: Large gangs, 20 people
Tier II: Medium gangs, 12 people
Tier I: Small gangs, 3–6 people
Tier 0: 1 or 2 people

COHORT DOWNTIME ACTIVITIES

Each cohort can choose one of:

- **Assist** a PC's downtime activity, if they have relevant skills (Acquire Asset, Long-Term Project, or Reduce Heat). The PC gets **bonus dice** equal to the cohort's Quality (minimum +1d).
- **Long-Term Project.** If they have the relevant skills, roll their Quality.
- **Reduce Heat.** Roll their Quality.
- **Recover.** The cohort recovers two levels of harm.

COHORT SCORE OPTIONS

Primary score. The cohort is around to help out during your main score.

Secondary score. Pick one of the opportunities you didn't take during the planning meeting, and a cohort can attempt it. They'll expect a **cut** if the score is successful—equal to their **Quality +1**.

The cohort's type should be compared against the nature of the score, and if it doesn't apply, then the cohort's Quality will be zero.

Roll the cohort's Quality to determine how the secondary score went.

1-3 The score is a **failure**, and the cohort marks **harm** equal to half the payout of the score, rounded down (e.g. for a score with a 7 stack payout, they take 3 harm). Consider other repercussions like Heat, negative faction status, and/or clock ticks, depending on the scope of the score and the Tier of the target relative to the crew's Tier.

4/5 The score is **successful**, but the cohort marks **1 harm**, and the crew takes **3 Heat**, and 1 Rep.

6 The score is **successful**, and the cohort returns unharmed. The crew takes **2 Heat**, and 1 Rep.

Crit The score is **successful**, with zero Heat, and the cohort achieves something extra—they stole some extra loot (bonus stacks), or they got in good with another faction (positive faction status), etc. Crew gets 2 Rep.