Driver

Names: Aziz, Cobra, Demon, Maroon, Raptor, Rook, Shin, Tower, an animal name, a violent name, a cocky name.

Look: *Choose one from each line.*
- Eyes: laughing, cold, hard, distant, cool, artificial
- Face: blank, thin, covered, attractive, decorated, rugged
- Body: toned, lithe, compact, scarred, augmented, flabby, unfit
- Wear: Flashy, formal, utility, scrounted, vintage, leathers, military, corporate
- Skin: artificial, asian or south asian, black, decorated, hispanic/latinx, indigenous, middle eastern, white, _____

Stats: Assign +2 +1 +1 +0 +0 -1. Cool should be +2 or +1.
You start with 5 credits.

Directives
Choose two.
- **Illustrious.** When your desire for fame draws unwanted attention to the mission, mark experience.
- **Intimate.** When you put your friend _____ ahead of the mission, mark experience.
- **Rejected.** When your former membership in _____ hinders the mission, mark experience.
- **Vengeful.** When you harm _____ or their interests, mark experience.

Cyberware
Neutral Interface with **Remote Control Rig.**

Allows direct neutral control of appropriately-configured external devices, including vehicles, drones, weapons on firing platforms, recording devices, and hacked electronics systems. The RCM gives the interface wireless broadcast and reception capability to allow remote operation.

Why? [Choose one.] Prosthetic, Forced, Loyalty, Enthusiasm, Necessity, Junkie, Genetics, Career, Ideology, Memory, Military

Cost? [Choose one.]
- Scrimped and saved to buy it yourself. Pick one: *+unreliable +substandard +hardware decay +damaging*
- Someone else paid and you owe them. You are **owned.** Choose who.
- You fucked someone over. You are **hunted.** . Choose who.

Moves
You get this one:

> **Second Skin:** You can use **Synth** instead of **Cool** for [Driving Moves].

Choose two more:

Chromed. Choose another piece of cyberware. Describe how you got it with the MC.

Combat Driver. When you inflice v-harm, add +1 to your target's roll. When you suffer v-harm, take -1 to your roll.

Collector. You get 2 additional cars [you detail].

Daredevil. if you go straight into danger without hedging your bets, you get +1armor. If you happen to be leading a gang or convoy, it gets +1 armor too.

Eye on the door. Name your escape route and roll+cool. On a 10+, you're gone. On a 7–9, you can go or stay, but if you go it costs you: leave something behind or take something with you, the MC will tell you what. On a miss, you're caught vulnerable, half in and half out.

Look up if this works while in your car. Probably?

Garage. You gain *Mechanic* as an Area of Expertise [as per the Tech playbook, but without the drones], a workshop to perform mechanic work, and *Customizer* from the Tech playbook.

Iceman. When you try to fast talk someone, roll Cool.

My other car is a tank. you get a specialized battle vehicle, made as a normal vehicle with two extra battle options [you detail].

Robot Army. You have two additional drones, made by the standard rules.

Gear

You start with 5 credits and one car, made by the standard rules.

Choose one:

- An additional car.
- Two drones.

Choose one weapon:

- Automatic shotgun (3-harm close/near loud messy autofire)
- Heavy pistol (3-harm close/near loud)
- Machete (3-harm hand messy)

Choose one:

- Armor jacket (1-armor)
- Synth leathers (0-harmor, +discreet, subtract 1 when rolling the harm move)
- Trauma Derms (allows you to **apply first aid** to characters at 2100 or less harm)

Advancements

[ ] Choose another move from your playbook

[ ] Choose another move from your playbook

[ ] Choose another move from your playbook

[ ] Choose a move from another playbook

[ ] Choose a move from another playbook

[ ] +1 Style (max+2)

[ ] +1 Edge (max+2)

[ ] +1 Cool (max+2)

[ ] +1 Mind (max+2)

[ ] +1 Meat (max+2)

[ ] +1 Synth (max+2)

After 5:

[ ] +1 to any stat (max+3)

[ ] Buy off **enemy** or **owned**.

[ ] Change your character to a new playbook.

[ ] Make a second character.

[ ] Rewind a corp clock to 1800 (cost: 10 cred)

[ ] Retire your character to safety (cost: 20 cred)

Vehicle and Drone Creation Rules

Making a Vehicle

By default, the vehicle has **speed=0, handling=0, 0-armor, 1-armaments**, and the **size** rating of its **frame**.

Choose its **frame**:

- **Bike.** size=1, 2 battle options.
- **Compact, buggy.** size=2, 2 battle options.
- **Coupe, sedan, jeep, pickup, van, limo, 4x4, tractor.** size=3, 3 battle options.
- **Semi, bus, ambulance, hovercraft, construction.** size=4, 3 battle options.

Then choose the following:

Design (choose 1): Racing, recreational, passenger transport, cargo, military, luxury, civilian, commercial, courier.

Strengths (choose 1 or 2): Fast, rugged, aggressive, tight, huge, off-road, responsive, uncomplaining, capacious, workhorse, easily repaired.

Looks (choose 1 or 2): Sleek, vintage, powerful, bolt-on, flashy, muscular, custom, chopped, wide, chromed, carbon fiber, stripped, lean.

Weakness (choose 1 or 2): Slow, loud, lazy, sloppy, fragile, cramped, picky, guzzler, unreliable, rabbity.

Battle options (choose according to frame): +1speed (max+2), +1handling (max+2), +1size (max=5), +1armor (max+2), +1armament. You can double up on battle options if you choose.

Armaments: If your vehicle has Armaments, choose options equal to its Armaments from the following lists. *(Note that you may choose an option for a vehicle with less size.)*

Any size:

- **Automatic shotgun** (3-harm close/near loud messy autofire)
- **Assault rifle** (3-harm near/far loud autofire)
- **Automatic Ammo Feeds.** Replace *autofire* with *area* on any armaments with the *autofire* tag, and remove the *reload* tag from any armament with it.
- **Chameleon Kit.** Color-changing paint, fake chips, and a morph-fab license plate. +stealthy
- **Drone Deployment System.** You can deploy drones up to two Size classes smaller.
- **Electronic Countermeasures.** When you use the vehicle to Escape, add +1 to the roll.
- **Mechanical arm.** A mechanical arm, sized appropriately, that can manipulate objects.
- **Run Flat tires.** Tires that can't be pierced by spike strips, etc.

Size>2:

- **Ram Plate.** When you inflice v-harm, add +1 to your target's roll.
- **Sensor Array.** Choose 2 sensor types: *magnification, thermographic, jamming, image enhancement, analysis software, sonar.* You can roll **Synth** instead of **Edge** when using it to **Assess**.
- **Rigger Shell.** When driving, act as if you have 3-armor. Passengers do not benefit from this.
- **Life Support.** The car is hermetically sealed, with its own air supply.
- **Smuggling Compartment.** Large enough to fit a person, and hard to find.

Size>3:

- **Assault cannon** (4-harm near/far area messy breach reload)
- **Fuel Reserves**
- **Grenade launcher** (4-harm near/far area loud messy reload)
- **Living Quarters.** A bed, fridge, bathroom, and other simple amenities are included.
- **Medical Suite.** Allows you to **apply first aid** to characters at 2100 or less harm. Must be replenished after use.
- **Secondary Power Source.** The car has a secondary source of power, in addition to fuel. Detail with the MC.

Size>4:

- **Missile launcher** (5-harm far area messy breach reload)

Making a Drone

Drones are made as vehicles, with two differences: they include a Motive, have slightly-different tags, and come with a Sensor Array by default.

Choose its **frame:**

- **Tiny [inset-sized]** (size=0, 1 battle option), +fragile.
- **Small [raccoon-sized]** (size=1, 2 battle options)
- **Medium [dog-sized]** (size=2, 3 battle options)
- **Large [bear-sized]** (size=3, 4 battle options)

Then choose the following:

Motive (choose 1): rotor, fixed-wing, quadruped, octoped, tracked, wheeled, aquatic, submarine, spherical.

Design (choose 1): Racing, recreational, cargo, military, civilian, commercial, courier.

Strengths (choose 1 or 2): Fast, rugged, aggressive, tight, huge, off-road, responsive, uncomplaining, capacious, workhorse, easily repaired.
Looks (choose 1 or 2): Sleek, vintage, powerful, bolt-on, flashy, muscular, custom, pretty, chromed, carbon fiber, stripped, lean.
Weakness (choose 1 or 2): Slow, loud, lazy, sloppy, fragile, loose encryption, picky, obvious, unreliable, rabbity.
Battle options (choose according to frame): +1speed, +1handling, +1size, +1armor, +1armament. You can double up on battle options if you choose.

Choose armaments from the vehicle list above.

Vehicle Usage Rules

Board a Moving Vehicle

To board a moving vehicle, roll+edge, minus its speed. To board one moving vehicle from another, roll+cool, minus the difference between their speeds. On a 10+, you're on and you made it look easy. Take +1forward. On a 7–9, you're on, but jesus. On a miss, the MC chooses: you're hanging on for dear life, or you're down and good luck to you.

Outdistance Another Vehicle

When you try to outdistance another vehicle, roll+cool, modified by the vehicles' relative speed. On a 10+, you outdistance them and break away. On a 7–9, choose 1:

- You outdistance them and break away, but your vehicle suffers 1-harm ap from the strain.
- You don't escape them, but you can go to ground in a place you choose.
- They overtake you, but their vehicle suffers 1-harm ap from the strain.

On a miss, your counterpart chooses 1 against you.

Overtake Another Vehicle

When you try to overtake another vehicle, roll+cool, modified by the vehicles' relative speed. On a 10+, you overtake them or draw alongside. On a 7–9, choose 1:

- You overtake them, but your vehicle suffers 1-harm ap the same.
- You don't overtake them, but you can drive them into a place you choose.
- They outdistance you, but their vehicle suffers 1-harm ap the same. On a miss, your counterpart chooses 1 against you.

Deal with Bad Terrain

When you have to deal with bad terrain, roll+edge, plus your vehicle's handling. On a 10+, you fly through untouched. On a 7–9, choose 1:

- You slow down and pick your way forward.
- You push too hard and your vehicle suffers harm as established.
- You ditch out and go back or try to find another way.

On a miss, the MC chooses 1 for you; the others are impossible.

Shoulder Another Vehicle

To shoulder another vehicle, roll+cool. On a hit, you shoulder it aside, inflicting v-harm as established. On a 10+, you inflict v-harm+1. On a miss, it shoulders you instead, inflicting v-harm as established.

V-Harm

V-harm as established is the attacking car's size minus the defending car's size or handling, defender's choice. When you suffer v-harm, roll+v-harm suffered. On a 10+, you lose control, and your attacker chooses 1:

- You crash.
- You spin out.
- Choose 2 from the 7–9 list below.

On a 7–9, you're forced to swerve. Your attacker chooses 1:

- You give ground.
- You're driven off course, or forced onto a new course.
- Your car takes 1-harm ap, right in the transmission.

On a miss, you swerve but recover without disadvantage.

Using a Vehicle as a Weapon

When you're behind the wheel, you can mix it up or play hardball, using your vehicle as a weapon. When you do, you roll the dice and make your choices, but it's your vehicle that inflicts and suffers harm, not you yourself.

Against a person:

- A glancing hit from a moving vehicle inflicts 2-harm [ap].
- A direct hit from a moving vehicle inflicts 3-harm [ap] plus its size.

Against another vehicle:

- A glancing hit inflicts v-harm.
- A direct hit inflicts 3-harm plus its size, minus the target vehicle's size and armor. Treat 0-harm and less as v-harm.

When you're able to ram or T-bone another vehicle, you inflict the harm of a direct hit (3-harm +size, minus your target's armor +size) and suffer the harm of a glancing hit (v-harm).

Against a building or structure:

- A glancing hit from a moving vehicle inflicts 2-harm.
- A direct hit from a moving vehicle inflicts 3-harm plus its size, minus the structure's armor.

Vehicles Taking Damage

Vehicles can suffer regular harm, from bullets, explosions, and direct hits from other vehicles, or v-harm, from glancing hits.

When a vehicle suffers regular harm, there are two considerations: how much damage the vehicle itself suffers, and how much harm blows through to the people inside. Account for armor, as normal.

1-harm: cosmetic damage. Bullet holes, broken glass, smoke. 0-harm can blow through to passengers.
2-harm: functional damage. Fuel leak, shot-out tires, engine stall, problems with steering, braking or acceleration. Can be field-patched. 1-harm can blow through to passengers.
3-harm: serious damage. Functional damage affecting multiple functions, but can be field-patched. 2-harm can blow through to passengers.
4-harm: breakdown. Catastrophic functional damage, can be repaired in a garage but not in the field, or can be used for parts. 3-harm can blow through to passengers.
5-harm and more: total destruction. Full harm can blow through to passengers, plus they can suffer additional harm if the vehicle explodes or crashes.

Whether harm blows through to a vehicle's driver and passengers, doesn't blow through, or just hits them too without having to blow through, depends on the MC's judgment of the circumstances and the vehicle.