

Code Name: Humpty Dumpster

Appearance: An Asian dwarf, beardless, tousled hair, distraught-looking, eyes always on movement. 1M20. Wears dirty jean clothing and a wool sweater too big for him.

Profile: Security Expert

When Humpty came of age and it became apparent he wasn't human, he was sent to a Japanese metahuman concentration camps. But he escaped.

When the corps started to take too much of an interest in technomancers, he ended up one of those kidnapped and experimented upon. But he escaped.

When the few people he could call friends were ripped to pieces by another team of runners... he survived.

Humpty is a bitter dwarf, boiling with a barely contained anger.

Mission Order:

After weeks of unsuccessful tracking, you finally have a lead on those who killed your friends. You immediately recognized the voice of the Johnson that other runner team was negotiating a bonus with, as they left you for dead.

Of course, you don't believe one second this was a stroke of luck ... but this is your only lead, so you'll take the chance with that whole Hong Kong bullshit smuggled stasis pod and all. Whatever happens, you're going to get a conversation with that Johnson, make sure you know what the hell happened that day... and eventually, down the line, someone is going to pay for what happened.

Traits:

Technomancer [Any glitches ticks a tracer box]

Satellites, Cameras, Security Systems, Sprites, Confrontations, Matrix Combat

Detective

Interrogation, Skip-tracing, Revolvers, Brutal, Muckraker, Seedy Places

Camps Escapee

Survivor, Unpredictable, Unarmed Combat, Escape, Patient

Dwarf [up to one tag can be used with another trait]

Thermographic Vision, Robust, Small, Slipping through, Below the Belt

Keys:

1 Key of the Suicidal:

Deep down you feel guilty of surviving. You take inconsiderate risks, always going on first line even, and especially, when it's not necessary. Hit the key anytime you take needless risks.

Buyoff: refuse to put yourself into danger.

2 Key of Rage:

You are filled with a violent, sadistic rage which you can hardly control. Hit the key anytime you're being gratuitously violent.

Buyoff: refuse to use violence when it would be directly to your benefit.

(Each key also has a **buyoff**. If the buyoff condition occurs, you have the *option* of removing the Key. Doing so restores your edge and allows you to untick three boxes)

Status Monitors:

Fatigue: (+1 fatigue die)

(+2 fatigue dice)

(+3 fatigue dice)

Passed Out

Tracers: Green (Normal)

Orange (+1 tracking die)

Red (+2 tracking dice)

Black (+3 tracking dice)

Edge:

Rules Summary:

- When trying to overcome an obstacle, roll one die. Add one if you have a **trait** that can help you, and another for each **tags** that apply from that trait. Add two from each key you hit. Finally, add any number of dice from your **Edge pool**. Max pool is ten dice.

- Roll all the dice you've gathered. Each die that shows **4 or higher** is a hit. You need hits equal to the difficulty **level** to pass the obstacle.

- Each die that shows 1 is a glitch. Tick a status box from the Monitors.

- If you fail, you can up the ante: difficulty is raised by 1. If you fail again, the GM can tick two boxes from your sheet.

- Each player, if in position to help, can lend another a edge die, which only gets ticked off in case of success.

- A fatigue die (black) is added to the pool, counts toward the pool limit, and only matters if it glitches.

- A tracking die (red) *replaces* a normal die, and raises the difficulty of the task at hand by one if it glitches. No box ticked in that case.