

Code Name: Kitty P.

Appearance: A young, gaunt (1M89) Chadian girl, shaved head, Hello Kitty lip plate (fake, kept it from an old disguised run; the reactions it gets is a blast). Wear a custom-tailored white suite, black shirt, electric-violet necktie, a long (reinforced) coat, and silver jewelery by the dozen.

Profile: Cat Shaman

Kitty's a self-made woman. From a childhood of misery she managed to work her magic to become a successful and loved Doc Wagon employee, before making use of the education she got there to become an even more successful though far less loved - freelancer.

She ruffled many feathers on her way up.

Kitty is the epitome of the Bon Vivant with a lazy streak at least as long as anything is going well. Once the shit hits the fan, she can be more devious and ruthless than anyone could imagine.

Mission Order:

You are to enter Hong-Kong illegally in a stasis pod, shipped by cargo.

All your gear and expenses will be covered by the Johnson once you meet him on site.

You had no desire to take part in that run, but someone managed to rip though all your fake IDs and find your family. Their survival is dependent on the success of the operation or your being to pinpoint a target to old friends whatever will come first.

Traits:

Shaman [Any glitch ticks a Fatigue Box]

Cats, Astral Perception, Improvisation, Explosions, Hypnotic Suggestion, Telekinesis

Former Doc Wagon Employee

Teamwork, Extraction, First Aid, Hand Guns, Former Colleagues, Helicopters

Civil War's Daughter

Improvised Gear, Riots, Machetes, Resourceful, Unwavering

Martyr:

Should, at any time, one of your fellow runners die, you can opt to take his/her place. That player's edge gets fully refreshed.

Keys:

1 Key of the Egotistic:

As one would expect from one with your totem, you tend to do as you please, ignoring what others have to say to satisfy your spur of the moment. Hit the key anytime you indulge doing something against the better advice of others.

Buyoff: Obey orders without discussions.

2 Key of the Guardian Angel:

Doc Wagon wasn't just a career option for you: you do enjoy saving lives. Hit the key anytime you try to save someone else's life,

Buyoff: Let someone die without offering to help.

(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.