

Code Name: Rheingold

Appearance: A 2M40 troll with long curly platinum blonde hair and translucent blue eyes that would look the part on a supermodel, but here look out of place with that eroded granite face. Sober black clothes and a trench coat from which she always manages to produce *another* weapon.

Profile: Weapon Specialist

Fled Germany after a sadly far too successful run against Saeder-Krupp. Since then reconverted as a Lieutenant for a Hong Kong Triad. Word on the street is she'll be given her own territory by the end of the year.

Behind her cold facade, her methodical and efficient no-nonsense work ethic, Rheingold happens to actually be a really sociable person. It's this side of her allied to her rugged yet compassionate sense of honor - more than her mastery of weapons, that made her the Troll she is today.

Mission Order:

This is no simple run for you. You're here at the express order of your Triad's boss, to under the guise of participating in the operation assassinate one of the runners.

The boat on which your stasis pod has been loaded will soon land in Montreal. Once there, it's up to you how you want to deal with the cyborg though discretion is advised.

Once the job done, you'll have till the end of the night to contact an orc named Kadinsky at the Foufounes lectriques club for extraction.

Traits:

Weapon Master:

Heavy Weapons, Repairs, Explosives, Heckler & Koch HK227, Grenades, Support Fire

Triads Lieutenant:

Negotiation, Fast Draw, Tracking, Henchmen, Hong Kong, Ares Viper Silvergun

Socialite:

Perceptive, Snitches, Bluff, Merchants, Street Doc, Smugglers

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

Hardy, Long Reach, Dermal Armor, Intimidating, Thermographic Vision

Living Armory: Rheingold *always* has a weapon on her.

Keys:

1 Key of the Pledge:

You don't go back on your given word. Ever. You know you owe your life to the respect you always had of your engagements. Hit the key whenever you make or try to hold on a promise.

Buyoff: Come back on a pledge you made.

2 - Key of Compassion:

Can't help yourself, you just have to help people in need. Hit the key anytime you take a risk to the benefit of someone else.

Buyoff: Ignore someone's plea for help.

Unforgettable:

Least one can say is that you make a lasting impression. When you fail a roll, tick a Tracer box.

(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.