# Code Name: Glitch

**Appearance:** An ostentatiously inhuman cyborg. No clothes. His eyes are simple circles of lights hovering over a perfectly blank face. 1M75 exactly. His body keeps changing color to melt in the background.

**Profile:** Mercenary

Glitch is a (somewhat still) living legend in the runner community. He's one of the oldest still in activity, has worked for and with all those that matter and has proven he can survive anything and anyone... which is kind of why those in the known don't really like having to work with him. Glitch is a partner one rarely survives.

Not to say Glitch is actively trying to kill his partners. It's just that he's a perfectionist who happens to love his job... not his fault others can't keep up the distance.

## Mission Order:

Someone spent an awful lot to get you on that job, and even more to cover his traces. You don't really like not knowing who you work for, but that's part of the business. You can respect that.

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.

Mission contract stipulates that, in case of death, your pay will go to the donee of your choice... aren't those lawyers cute ?

## Traits:

### Stealth Protocols

☐ Optic Camouflage, Retractile Blades, Climbing, Augmented Vision, Broadcast Encryption

### Pacification

☐ Rifles, Automatic Weapons, ☐ Multiples Opponents, Extermination, Precision Shot

### Cyborg

☐ Cybernetic Limbs, Ruthless, Fast, Inhuman, Mimetic Vocal Sequencer, Low-Light Vision

**Planned Survival:** Glitch can at any time tick a box from his traits to untick two boxes from his Status Monitors

## Keys:

### 1 Key of the Professional:

When you get a job, you see it though, whatever it takes. Hit your key when you do what has to be done to get the job done.

Buyoff: Abandon the mission.

### 2 Key of the Vendetta:

No one, *NO ONE*. survives betraying you. Hit the key anytime you're trying to get revenge against someone who did.

Buyoff: Forgive a betrayal.

### Alone at the top:

After a roll, in case of failure, choose another player, who ticks a box from his/her status monitor, unable to cope with your pace.

(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.