

Code Name: Echo

Appearance: A plump ageless man. Three days beard, mess of a hair. Discreet cyber-eyes. Self-effacing. No one would think Genius Mercenary upon seeing him.

Profile: Decker

A decently successful data broker, Echo takes pride on having retained complete anonymity - out of the very specialized circles that pays fortunes for his services. If the data exists, he knows where to find it. If he has it, he knows how to make the most nuyen of it.

If needed, Echo can act as a decent back-up Rigger for the team, though he really only uses spying drones for the most part.

Echo is a paranoid sociopath who hides behind a discreet behavior a calculating mind more concerned with his personal glory than anything else.

Mission Order:

A Saeder-Krupp operative, masquerading as a Horizon agent using the Triads as middlemen, paid twice your usual fee for a job yet undefined. You are to enter Hong-Kong illegally, shipped by cargo, in a stasis pod.

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

Of course, you hacked the pods to wake before all the other runners and run a quick data check on each of them.

Still you remain unable to find any info on the redhead. Might as well not exist. Even his boarding left no traces at all.

You feel shamed by that failure to gather data.

Traits:

Hacker [Any glitches ticks a tracer box]

Tracking a Signal, Meticulous, Communication Highjack, Machine Breakdown, Data-Base Editing, Matrix Stealth

Rigger [Vehicles & Drones]

Assuming Control, Aerial Maneuvers, Espionage, Frantic, Cars, Multi-Tasking

Data Broker

Clients, Half-Truths, Fake Identities, Data Havens, Negotiation, Ares Predator

Friends with Benefits:

When lending a die to another player, if that player is successful, you can transfer one of your tracers to him/her. Of course, you can lie and say you won't do it.

Keys:

1 Key of the Secret Miser:

Data may want to be freed, but it'll only be at the right price if you have any say. You never give information freely if you can avoid it. You never share a secret if you haven't been paid for it. You always obtain the data you covet. Hit the key when you try to pierce, or sell, a secret.

Buyoff: Freely share, or for cheap, a secret.

2 Key of Hubris:

You are the best, You know it and you'll never allow anyone to say it ain't so. Hit the key When trying to prove by your action your superiority to someone else.

Buyoff: Admit your inferiority.

(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.