NEON SUN

has created *The Fountain of Youth*. Rumors disagree about precisely what this invention is, what it does, and how it works, but what's clear is that it's well protected, and everyone wants it. So Yi Shin is going to steal it. He's hired a crew of unlikely allies to pull off a heist that the world believes is impossible.

HOWEVER — In an operation to steal access codes to the heart of Neon Sun's headquarters, Jezebel Lyon was captured by Ruriko agents in a robotic warehouse.

EVEN NOW she is being interrogated as the rest of the crew tries to find a way to free her. But it's only a matter of time until Ruriko agent Miyoshi Takuro discovers why she was after the access codes, and things get much more complicated.

How will the crew free Jezebel from her capture and claim the access codes to Neon Sun's inmost sanctum?

What other dangers lie in their path?

Will they be able to steal the Fountain of Youth? If they do, can they escape with their lives? By the time they escape, will they have decided what to do with this prize?

// Playing the Game

Neon Sun is a one-shot RPG for 5 players and a GM (game-mancer) using a variant of the *Tales From the Wild Blue Yonder* system written by John Harper.

Once you've decided who's going to GM and who's playing what character, read these rules to understand your character sheets. If you've played other *Tales from the Wild Blue Yonder* games, read the rules especially carefully, as there are a few key differences.

Rolling the Dice

When you try to overcome an obstacle, you roll dice. Follow these steps to determine how many dice you get to roll.

Luck: Start with one die for pure dumb luck in the underworld.

Trait: Select one trait that applies, add a die for that.

Tags: If that trait has any tags that apply, add another die for each tag that applies with a *filled* circle. Tags with empty circles cannot be used until you unlock them with experience.

Pool: Finally, add any number of dice from your personal pool.

Roll all the dice you've gathered. Each **4**, **5** or **6** is a **hit**. Each **1**, **2** or **3** is a **miss**. You need hits equal to the difficulty level to succeed.

Difficulty levels:
- **2** — Easy
- **3** — Difficult
- **4** — Challenging
- **5** — Extreme

If you succeed, discard all the dice you rolled (including any pool dice you used). Don't worry, you can get your pool dice back.

If you fail, you don't yet achieve your goal. But, you get to keep the pool dice you rolled and *add another die to your pool* (up to your maximum pool size). The GM will escalate the danger of the situation and might inflict a *condition*. You may be able to try again.

The GM may give some obstacles two difficulty levels (typically two steps apart, for example 2 and 4). Getting a number of hits equal to the higher difficulty level allows for a greater success.

Example: *Kona, if you want to take out that guard before he gets a shot on _hornet, the difficulty is 3. However, if you get 5 hits, you can take him down silently, with no one else in the warehouse noticing.*

Character vs. Character: If your character contends with other another player character, both players roll against a difficulty level set by the GM. If one player succeeds, that player wins the conflict and discards dice normally. The other player keeps their rolled pool dice and gets another. If both players succeed, no pool dice are discarded or gained, but the GM interrupts the conflict in whatever manner they see fit. If both players fail, they keep their pool dice and get another die, and the GM escalates the situation or introduces a new obstacle.

Helping: If your character is in a position to help another PC, you can give that player a die from your pool. Say what your character does to help. The outcome of the roll affects both PCs.

Edges

Each character has a number of **edges** that they can use to, well, gain an edge in a tricky situation. Edges are powerful abilities that can swing the momentum of a scene back towards the characters at key moments.

There are two types of edges: Edges marked with a ∞ symbol can be used as often as you want, though their effects are often more restrained. Edges marked with a ◯ symbol are more powerful, and can only be used once before needing to be **re-armed**. (More on re-arming edges later)

Conditions

When events warrant or especially when you fail a roll, the GM may impose a **condition** on your character: Injured, Exhausted, etc. A condition might increase the difficulty level of a roll, or may re-

strict your choice of action (you can't be reasonable if you're Angry).

Flashbacks

All good heists require proper setup. In *Neon Sun*, that setup often occurs in the form of a flashback scene. Whenever a player wishes to have had their character do something in the past, such as having stolen a keycard, moved the van into position, or rigged the whole tower to explode, that takes the form of a flashback.

When a player asks for a flashback scene, they must also choose a **condition** they don't currently have to add to their character, explaining how their actions in the past led them to that condition. In addition, some flashback scenes may be complicated enough to warrant a roll to see if your character succeeds. If you fail this roll you do not accomplish your goal, but there are no additional negative effects.

Circuits

Circuits represent how characters in *Neon Sun* are wired up. They are the primary goals and motivators for your character's actions, though certainly not their only considerations. Whenever you **trip** a circuit, gain 1 exp. If tripping the circuit put you or your crew directly into danger, earn an additional 1 **exp.** Each circuit can be tripped only once per action. For example, boldly charging into a room full of armored police may trip the *Warrior* circuit, but continuing the fight doesn't trip it again. You need to seek out a new fight.

In addition, each circuit has an **overload** condition. Whenever you meet this condition, you have the *option* of removing this circuit and replacing it with another one, representing a major shift in your characters goals. In addition, you gain 5 exp. when you overload a circuit and can re-arm all of your edges.

Exp.

Exp. can be spent at any time (even right before making a roll) to improve your character. You can spend exp. on the following:

- **5 exp.** — Gain a new trait (with 3 starting tags)

- **5 exp.** — Gain a new circuit
- **5 exp.** — Gain a new edge
- **5 exp.** — Increase your max. pool by 1 (up to 9)
- **3 exp.** — Add a tag to an existing trait
- **1 exp.** — Add a die to your pool

Refresh Scenes

After an intense action scene, take a break from the action to let characters have refresh scenes with each other. Refresh scenes take the form of a conversation between two or more characters, and are a good way for the characters to show their personalities and develop their relationships with one another. These conversations between characters can happen in the moment, but can also take the form of a flashback. Most of the time, each character will have a couple of others that they want to talk to, so take your time and let those conversations happen.

After all the refreshment scenes are done, each character:

- Restores their pool back to their maximum pool.
- Removes one condition (if they did something during the scene to deal with the condition).
- Re-arms one edge.

// The World of Neon Sun

The year is 2062. The city is Seattle. The world is largely shaped by megacorps and militarized city governments, and individuals are clearly grouped into the "haves" and the "have nots." To some it may seem like the world is only improving, with new technology and advancements in science being accomplished by the 'corps every day. Cybernetics and magic have been spreading, hovercraft are the new way to get around, and digital entertainment is more realistic than ever. Others, though, see the 'corps hoarding the gains for themselves, and pitting populations against each other in a way only those at the top benefit. A daring and creative few at the bottom of the food chain occasionally see an opportunity for themselves. An opportunity they have spent their whole lives preparing to grab.

Magic

Magic was discovered and patented by the Chio Industrial Technology Corporation in 2034. By attaching a sufficiently advanced implant directly to a human's brain stem, they could use their very thoughts to alter reality around them. Of course, most people immediately fried their brains when trying. But as the implants have gotten better in the intervening decades, they have become capable of much more. Chio now offers a wide array of high quality implants specialized for different tasks, including the *Mage*, *Warlock*, and *Oracle* lines. They are all, of course, outrageously expensive.

Seattle

In pure terms of looks, the Emerald City has been transformed over the past half century. In a much more real sense though, it hasn't changed at all. It's still a megacorp ruled hellscape where it rains too much and no one ever really got over the grunge era. Military police are easily bribed and trivially angered, taking their pound of flesh from those on the streets. Meanwhile, the skyscrapers and megastructures of downtown belong to the corporations, some of which have larger security forces than the military. The 'corps plot, backstab and shuffle for position constantly in a game of chess largely ignored by the populace. These days, though, there are 3 major players in Seattle:

Neon Sun

A web of sky-tunnels and twisted buildings with walls made of digital billboards take up the heart of Seattle, and they all belong to Neon Sun. They got their start in Seattle, working with full-immersion digital entertainment, and these days have their hands in just about every pie there is when it comes to what people want to do for fun. Movies, music, video games, porn, drugs, VR, and more. You name it, they got it.

Ruriko

Headquartered in Neo-Tokyo, Ruriko keep their North American base of operations in Seattle. They sell tech. Any tech, to anyone. Good luck getting a laptop these days that doesn't have some sort of Ruriko chip in it.

Dering-Carthen Multinational

This German corporation makes far more than just cars and hovercraft these days, though they still do that exceptionally well. They've been expanding their operations to Seattle recently. Quickly. Very quickly. No one quite knows why, yet.

Questions to Answer as a Group

- Is magic truly paracausal, or just sufficiently advanced physics manipulation?
- Do 'corps typically turn thieves over the government, or deal with them in house? Which is more brutal?
- What's causing a problem in the Seattle underground right now?
- The last of the Nozomi, wish-granting dragons born of magic, are dead. Why were they wiped out? What was the only way to kill one?
- What's do you notice that's "off" about the warehouse Jezebel is in as you approach?
- Miyoshi has the access codes you need to get to Neon Sun's inner sanctum. Why does a Ruriko agent have them? And what form do they take?
- What do you believe *The Fountain of Youth* to be capable of? What is it, actually?

// Advancements

Example ways for your character to grow and change in the underworld. Choose from these lists, or suggest something else to the GM.

Traits() — 5 exp.

When you buy a new trait, you start with three tags. You need to buy the rest with exp. (3 each)

.Assassin

Stealthy — Energy Dagger — Disguise — Lethal — Remorseless — Quiet — Underworld — Intimidating — Shooting

.Burglar

Stealthy — Digital Lockpick — Quick — Perceptive — Climbing — Quiet — Wily — Slippery — Hidden

.Oracle Mk. 9

Divination — Foresight — Illusionist — Teleportation — Read Mind — Paralyze — Multiple Targets

.Ex-Soldier

Rank — Battle Plans — Commanding Presence — Tactics — Weaponry — Tough — Well-Trained — Backup Plan

.Ex-Corporate Drone

Blend in — Old Passwords — Inside Man — Intelligent — Bureaucracy — Quick-Learner

.Cleric Mk. 10

Healing Touch — Shield — Self-Regenerating — Daylight — Fly — Angelic Warrior — Necromancy

.False Identity

Paperwork — Disguise — Bribe — Contacts — Seduce — Deception — Incognito

Circuits() — 5 exp. or overload a circuit

.Vow

You have a vow of personal behavior that you have sworn not to break. Trip this circuit when your vow significantly impacts your decisions. **Overload:** Break your vow.

.Tinkerer

You just can't leave it alone. Trip this circuit when you modify, improve, repair, or patch some tech. **Overload:** Pass up the opportunity to mess around with technology.

.Underworld

You wish to earn a position of power underneath the skyscrapers. Trip this circuit when you earn respect in the underworld. **Overload:** Rat out your connections.

.Vengeance

Someone or a some group has wronged you. Trip this circuit when you exact revenge, especially in a painful way. **Overload:** Forgive them.

.Warrior

You crave the thrill of battle. Trip this circuit when you do battle with a superior or worthy foe of a sort you've never faced before. **Overload:** Skip a chance to finish a good fight.

Edges() — 5 exp.

.Fortune's Favor — ⬡

The best tool is sometimes just being lucky. You can keep your pool dice when you succeed on a roll. *Requirements: Get at least 5 failures on a single roll.*

.Disruptive Cyberware — ∞

The tech in your body doesn't play well with magic. Magic can't affect you in any way. *Requirements: Don't have a magical implant.*

.Wordsmith — ⬡

You could sweet-talk the devil into letting you out of hell. You may re-roll a failure when talking to someone. *Requirements: Talked your way out of a dangerous situation.*

.Palm Transmat System — ∞

Transmat receptors are built into your fingertips. You can transmat away any item small enough to fit in your hand, or transmat in a small item you own. *Requirements: Meet a surgeon who can install the system.*

.Wish Granter — ⬡

You can grant the wish of another to change reality. *Requirements: Touch the heart of an Nozomi and absorb its power.*

// Running the Game

Getting Started

Read the opening passage to set up the situation, then help the players decide who they want to play. You can let them all look over the character sheets if you want, but there's some value in letting the players reveal the more hidden parts of the characters' backstories throughout play.

The game is designed as a one-shot session, but can also easily by spread out over two or three sessions. Ideally, the PCs will undergo satisfying character acts, as the exp. reward for overloading circuits has been build specifically to encourage that. Pay close attention to when the players trip their circuits, but let them decide what qualifies, not you. Look for opportune moments to introduce scenarios that lead to an eventual overload.

Listen and Ask Questions, Don't Plan

When you're the GM, don't try to "direct the action" or plan out what will happen. Instead, ask questions — lots and lots and make them pointed toward the things you're interested in.

Part of the job of the GM is *listening* to the what the players say, catching it, turning it around and looking at it, and seeing if there's anything else to be done with it.

Say Yes, Look for the Obstacles

By default, characters can accomplish anything covered by thier traits. They're component and effective people, in other words. It's no fun to ask for a roll when there's no cool obstacle in the way. Just say yes to the action, listen, and ask questions as usual. But also, be on the look out for the opportunity to create obstacles as the action develops. Because you're asking leading questions and listening closely, they'll be all over the place, so it won't be too hard to spot them.

Obstacles can be other characters, situations (explosions, falling, chases, escapes) or anything else you can imagine.

If a character tries something not covered by their traits, that's an obstacle right there: lack of experience and training. Lots of fun things can go wrong when you don't know what you're doing! Also, players will sometimes try things they're bad at so they can fail and add to their dice pool. It's a fine move for them and it gives you the chance to create more trouble, so everyone wins.

Example Complications
- Miyoshi offers a deal to Jezebel when they are alone together: He'll give her something she wants, and in return he wants her to ensure YI Shin doesn't make it through the heist alive.
- The highest bidder for *The Fountain of Youth* is Ruriko, a rival megacorp.
- *The Fountain of Youth* can be used to cure Kona, but doing so would mean the team is unable to sell it.
- Qivra is willing to not fight the team if they agree to free her from imprisonment, but once free she will cause a reign of terror on the city of Seattle.

Keep the Game Moving

As the GM, you need to make sure to keep to game moving, but give enough time for players to explore their characters. It's a difficult balance, but important to a good game. Feel free to "cut" to the action once the players have a plan, and put the prep in flashbacks. The key to figuring out when to give the players a break is looking at their dice pools. When they start getting empty, it's nearly time for a refresh scene. To speed up this process, you can set two difficulty levels for some rolls: the normal one and an even higher one (at least 2 steps higher) for a grander success. This encourages higher risk-taking from players, which increase the expenditure of pool dice. Spending pool dice forces refresh scenes, which build characters and relationships, and deepens the story. It's a wonderful thing!

The GM's Jobs Summarized

- Ask lots of questions
- Listen and reincorporate
- Play the NPCs with gusto
- Create interesting obstacles
- Impose conditions as events warrant
- Cut to the action / control the pace

// Selling the World

Some names and phrases to add liveliness to the world. When someone asks who their underworld contact is, it helps to have a name.

Names + Occupations

- Virgil (underworld kingpin)
- Song Yu (cybernetic surgeon)
- Callen Shaw (head of security)
- Mando Amari (assassin)
- Risala (paladin)
- Samuel Mercier (underworld treasurer)
- Sol Tae-Hee (informant)
- Dimitri Pavlovich (arms dealer)
- Nagaoka Shinkichi (designer drug dealer)
- Azibo (muscle)
- Roland (hovercraft technician)
- Ichlotl (chef)
- Jesper Lauve (spy)
- _gorgon (hacker)

Distinctive Features

- shiny chrome skin
- no flesh left visible
- no cyberware at all
- jet black eyes
- small items float around them
- stutter
- says "slick" constantly
- dressed in military garb
- always complains about a particular megacorp
- communicates strictly through 3rd party
- incredibly obese
- wheezes and shakes as if dying

Corporations

- Neon Sun
- Ruriko
- Dering-Carthen Multinational
- Chio Industrial Technology Corporation
- Dynamantics
- Aeon Vista
- Sitnikov Arms

Techno Jargon

- turboencabulator
- fission coils
- quantum
- nano
- Neuromancer
- glitter
- creds
- metalhead
- gearhead
- jacked-in
- vibro
- liquid crystal
- matrix
- terminal
- I.C.E.
- phase manifold
- coaxial particulate

Locations

- seedy bar
- military police station
- hovercraft hanger
- rooftop of skyscraper
- old courthouse
- neon mall
- upscale restaurant
- illegal cyberware clinic
- prison
- Joe's Diner
- strip club
- Yi Shin's high-rise apartment
- street packed with vendors
- Neon Sun laboratory
- Neon Sun inmost sanctum
- space needle

// Obstacles + Difficulties

Some example obstacles and suggested difficulties and escalations to get you started.

Stage a Rescue

Jezebel has been captured in an automated warehouse south of downtown.

[Obstacles]
- **3** — Hack an autonomous forklift.
- **3** — Sneak past the Ruriko enforcers.
- **4** — Stealthily neutralize a guard.
- **3** — Fight enforcers.
- **5** — Fight a lot of enforcers.
- **5** — Pickpocket access codes from Miyoshi.

[Escalation]
- The enforcers radio in your assault.
- A Ruriko armored hovercraft arrives.
- Miyoshi escapes to his car with the codes.

Make an Underworld Deal

When it comes to Seattle's underworld, someone always has what you need, if you have more credits than the bounty on your head.

[Obstacles]
- **2** — Find an underworld kingpin's hideout.
- **4** — See through their devious lies.
- **4** — Show you're not someone to be crossed.
- **3** — Arrange a fair deal.
- **5** — Arrange a deal that goes in your favor.

[Escalation]
- You've been sold out.
- You were followed to the meet.
- Military police interrupt the meet.
- They want something you can't give up.

Have a High Speed Chase

Sometimes, a heist is about being quiet. Other times, it involves careening through the city.

[Obstacles]
- **3** — Navigate the crowded streets.
- **3** — Find a shortcut.
- **4** — Lose a tail.
- **4** — Hit a shot while moving.
- **5** — Hack a moving target.

[Escalation]
- Your vehicle is hit and loses control.
- The chase attracts unwanted attention.
- The chase takes you to a part of the city you don't want to be in.

Break into Neon Sun's Headquarters

To steal *The Fountain of Youth*, you'll have to break into Neon Sun's headquarters in downtown Seattle.

[Obstacles]
- **4** — Disable a security system.
- **4** — Sneak past guards.
- **3** — Navigate the maze of sky-tunnels.
- **4** — Trick someone into thinking you belong.
- **5** — Defeat a *Neon Sun* Paladin

[Escalation]
- The alarms start blaring.
- Someone is separated from the group.
- A kill squad is dispatched to deal with you.
- A rival crew shows up.

Fight a Nozomi

Qivra of the Empty Sky has survived the great hunt imprisoned by Neon Sun, and is trapped in their inmost sanctum. Fighting her is an invitation to death, but no one would be that foolish, right?

[Obstacles]
- **4** — Dodge a breath of blue flame.
- **5** — Pierce Qivra's magical barrier.
- **4** — Disorient the dragon's illusory mind.
- **5** — Land a killing blow.
- **5** — Word a wish that cannot be corrupted.

[Escalation]
- The flames ignite you from the inside out.
- The fight creates an escape route for Qivra.
- Qivra's magic shuts down your cyberware.
- A wish changes you irrevocably.

//Yi Shin

NEON SUN

Underworld kingpin, street samurai, and mastermind of the heist.

Ronin

- ⬢ Code of Honour
- ⬢ Loyal
- ⬢ Fierce Reputation
- ⬢ Scarred Face
- ⬢ Negotiator
- ⬡ Intense
- ⬡ Respected

Kingpin

- ⬢ Connections
- ⬢ Command
- ⬢ Tactics
- ⬢ Leader
- ⬢ Confidence
- ⬡ Inspiring

Street Samurai

- ⬢ Martial Arts
- ⬢ Swordplay
- ⬢ Combat-Tested
- ⬢ Living Weapon
- ⬢ Brawl
- ⬢ Dualing
- ⬡ Finishing Move
- ⬡ Brutal
- ⬡ Blind Fighting

Cybernetic

- ⬢ Pneumatic Legs
- ⬢ Chrome Arms
- ⬢ Leap
- ⬢ Climb
- ⬢ Tough
- ⬡ Unbreakable
- ⬡ Unstoppable

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circuits()

Trip: +1 exp. (**Danger:** +1 exp.)
Overload: Remove, add new circuit, +5 exp.

.Bound by Code

Even in the underground, there is such a thing as honour. Trip this circuit when your code influences your decision making. **Overload:** Decide something is more important than honour.

.Mastermind

In this game of cat and mouse you are a wolf. Trip this circuit when you take a step towards stealing The Fountain of Youth or one of your plans succeeds. **Overload:** Give up on the mission.

.Greed

You grew up too poor to eat. Trip this circuit when you make yourself richer or greed influences your decision making. **Overload:** Pass up a chance to make a profit.

edges()

Refresh Scene: Re-arm 1 edge
Overload a circuit: Re-arm all edges

.Better than Flesh ∞

Your body has been slowly upgraded to chrome. You can accomplish feats of physical prowess that would be impossible for a normal human.

.Well Laid Plans ⬡

You were prepared for just this contingency. Give someone else a chance to retry a failed roll, describing how you set them up well in advance.

∞ OR ⬡

∞ OR ⬡

conditions()

Remove 1 per refresh scene

⬡ **Angry**	⬡ **Exhausted**	⬡ **Injured**
⬡ **Vulnerable**	⬡ **Malfunctioning**	⬡ **Dying**
⬡ **Hunted**	⬡	⬡ **Dead** (presumed)

pool()

// current

// pool max.

⬢⬢⬢⬡⬡

exp()

Spend at any time

5 -> Add a new **trait** with 3 tags
5 -> Add a new **circuit**
5 -> Add a new **edge**
5 -> Increase **pool max.** by 1 (and get a **pool die**)
3 -> Unlock a **tag** on a trait
1 -> Get a **pool die** (up to **pool max.**)

equipment()

Vibroblade Katana — passed down by your father
A Jade Coin — redeem for a single favor with another kingpin, no questions asked
Ruriko Watchphone — the entire underworld on speeddial
Nightmares — the only thing you're powerless against

questionnaire()

How did you rise to power in the underworld?

Who most recently left your crew? Why?

Who on the crew would you trust your life to when it matters most?

If it comes down to it, whould you rather have the access codes or make sure Jezebel gets out alive?

What's your plan for taking on this warehouse?

notes()

//Jezebel Lyon, PhD

NEON SUN

A cruel, ruthless mage moving up in the underworld.

Mage Mk. 14

- ⬢ High Tech Implant
- ⬢ Familiar
- ⬢ Astral Summoning
- ⬢ Illusions
- ⬢ Elemental
- ⬢ Absorb
- ⬡ Incorporeal
- ⬡ Vaporize
- ⬡ Telekinesis

Scoundrel

- ⬢ Cruel
- ⬢ Backstab
- ⬢ Liar
- ⬢ Creepy Stare
- ⬢ Coerce
- ⬡ Connected
- ⬡ Owed Favor

Cautious

- ⬢ Aware
- ⬢ Coiled
- ⬢ Keen
- ⬢ Untrusting
- ⬢ Insightful
- ⬡ Sense Motives

Scholar

- ⬢ Physics Doctorate
- ⬢ Chemist
- ⬢ Lore
- ⬢ Well-Read
- ⬢ Quick Learner

- ⬡
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- ⬡

circuits()

Trip: +1 exp. (**Danger:** +1 exp.)
Overload: Remove, add new circuit, +5 exp.

.Headstrong
You're often right, and you know it. Trip this circuit when you refuse to back down from your opinion or plans. **Overload:** Admit that someone else was right.

.Ruthless
You didn't get this far by playing nice or helping others. Trip this circuit when you make a decision based on pure practicality. **Overload:** Follow your heart.

.Arcanist
Magic fascinates you in a way humans never do. Trip this circuit when you learn more about magic or (patronizingly) explain how it works. **Overload:** Abandon your pursuit.

edges()

Refresh Scene: Re-arm 1 edge
Overload a circuit: Re-arm all edges

.Telepathy ∞
Words and language are such limited constructs for you. You can talk with other magic users without anyone else hearing.

.Witchery ⬡
The arcane *will* answer to you. You may re-roll a failure when using magic.

∞ OR ⬡

∞ OR ⬡

conditions()

Remove 1 per refresh scene

- ⬡ **Angry**
- ⬡ **Vulnerable**
- ⬡ **Hunted**
- ⬡ **Exhausted**
- ⬡ **Malfunctioning**
- ⬡
- ⬡ **Injured**
- ⬡ **Dying**
- ⬡ **Dead** (presumed)

pool()

// current

// pool max.

⬢⬢⬢⬢⬡⬡

exp()

Spend at any time

5 -> Add a new **trait** with 3 tags
5 -> Add a new **circuit**
5 -> Add a new **edge**
5 -> Increase **pool max.** by 1 (and get a **pool die**)
3 -> Unlock a **tag** on a trait
1 -> Get a **pool die** (up to **pool max.**)

⬡⬡⬡⬡⬡⬡⬡⬡⬡⬡

equipment()

Familiar — energy given form and personality
A Book on Magic — can you possibly understand the secrets within
Loaded Credchip — a tidy sum, taken from others
Nanostrength Rope — tying your hands to a forklift above your head
Mage-Supporession Collar — painfully locked around your neck

What does you familiar look like? How does it act towards you and towards others?

That Mage Mk. 14 implant is very expensive. How did you pay for it?

You loved Jordan once. What drove you apart?

What do you plan to do with *The Fountain of Youth*?

Whose fault is it that you got captured in this warehouse?

//Dr. Jordan Rose

NEON SUN

A charming veterinarian and minor warlock who ended up on the wrong side of the law.

Veterinarian

- ⬢ Medic
- ⬢ Surgical
- ⬢ Drugs
- ⬢ Animal Handling
- ⬢ Bedside Manner
- ⬢ Bandaging
- ⬢ Anatomy
- ⬡ Rescue
- ⬡ Lethal

Gentleman

- ⬢ Charm
- ⬢ Wit
- ⬢ Guile
- ⬢ Chivalry
- ⬢ That Smile
- ⬡ Observant
- ⬡ Calming Presence

Digital Nerves

- ⬢ Insane Reflexes
- ⬢ Pain Immunity
- ⬢ Precise
- ⬢ Steady
- ⬡ Calm

Warlock Mk. 4

- ⬢ Broken Implant — ✱
- ⬢ Invisibility
- ⬢ Manipulate Memory
- ⬢ Disintegrate
- ⬢ Darkness
- ⬡ Touch
- ⬡ Mind Control
- ⬡ Repaired Implant

✱ -1 die, always applies

- ⬡
- ⬡
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- ⬡

circuits()

Trip: +1 exp. (**Danger:** +1 exp.)
Overload: Remove, add new circuit, +5 exp.

.Seattleite
You've spent your whole life in the Emerald City. Trip this circuit when you help the city or ramble on about local culture or trivia. **Overload:** Intentionally make Seattle worse.

.Hippocratic
You've taken an oath to do no harm. Trip this circuit when you take a stand against harming others or change someone's life for the better. **Overload:** Break your oath.

.Hopeless Love
After all these years, you still see something in Jez. Trip this circuit when you try to make her a better person or re-establish your relationship. **Overload:** Give up on her.

edges()

Refresh Scene: Re-arm 1 edge
Overload a circuit: Re-arm all edges

.Miracle Worker ⬡
You can bring anyone back from the brink. Remove the *injured*, *dying*, and *presumed dead* conditions from a character.

.Versatility ⬡
You can use your talents in ways they were never intended. Choose tags from as many traits as you want for a roll.

∞ OR ⬡

∞ OR ⬡

conditions()

Remove 1 per refresh scene

- ⬡ Angry
- ⬡ Vulnerable
- ⬡ Hunted
- ⬡ Exhausted
- ⬡ Malfunctioning
- ⬡
- ⬡ Injured
- ⬡ Dying
- ⬡ **Dead** (presumed)

pool()

// current

// pool max.

⬢⬢⬢⬢⬡⬡

exp()

Spend at any time

- **5** -> Add a new **trait** with 3 tags
- **5** -> Add a new **circuit**
- **5** -> Add a new **edge**
- **5** -> Increase **pool max.** by 1 (and get a **pool die**)
- **3** -> Unlock a **tag** on a trait
- **1** -> Get a **pool die** (up to **pool max.**)

⬡⬡⬡⬡⬡⬡⬡⬡⬡⬡⬡⬡⬡

equipment()

Vet Medkit — what can save a cat can save a person at higher dosages
Syringes — a powerful medicine you administer to your own veins
Perfect Teeth — your father was a dentist

questionnaire()

What drove you to the underground?

How did your warlock implant get broken?

What could you possibly still see in Jezebel Lyon?

What strange effect do the drugs you're addicted to have on you?

When you steal *The Fountain of Youth*, what do you plan to do with it?

notes()

//_hornet [Emily Strix]

NEON SUN

A technomancer and socialite who has plans for this world.

Hacker
- ⬢ Digital Fingertips
- ⬢ Security Protocols
- ⬢ Faked IDs
- ⬢ Propulsion Systems
- ⬢ Search.exe
- ⬢ Disable.exe
- ⬢ Subvert.exe
- ⬡ Detonate.exe
- ⬡ Cybernetic Overrides

Grease Monkey
- ⬢ Repair
- ⬢ Hotwire
- ⬢ Sabotage
- ⬢ Weaponry
- ⬢ Tools
- ⬢ Hoverbikes
- ⬡ Hovercraft
- ⬡ Overclock

Debutante
- ⬢ Persuasive
- ⬢ Educated
- ⬢ Distract
- ⬢ Name Drop
- ⬢ Social Engineering
- ⬡ Deception
- ⬡ Etiquitte
- ⬡ Flirty

Bold
- ⬢ Brave
- ⬢ Daring
- ⬢ Fearless
- ⬢ Reckless
- ⬢ Underdog
- ⬡ Outnumbered
- ⬡ Unexpected

- ⬡
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- ⬡

circuits()

Trip: +1 exp. (**Danger:** +1 exp.)
Overload: Remove, add new circuit, +5 exp.

.Technomancer
You have an unparalleled gaze into the digital world. Trip this circuit when you solve a problem with technology or explain something using techno jargon. **Overload:** Lose your laptop.

.Anarchist
You have a disdain for megacorps and the world they are creating. Trip this circuit when you take an action to harm a megacorp. **Overload:** Help a megacorp gain power.

.Lifedebt
Kona saved your life once when you were in over your head. You haven't forgotten. Trip this circuit when try to protect Kona from harm. **Overload:** Consider your debt paid.

edges()

Refresh Scene: Re-arm 1 edge
Overload a circuit: Re-arm all edges

.Safety Protocols ⬡
Tech is finicky, but you should use that to your advantage. You may re-roll a failure when dealing with technology.

.Friends in High Places ⬡
Your mother is on the Neon Sun executive board. You know a lot about the megacorp, and can call in a mighty big favor if necessary.

∞ OR ⬡

∞ OR ⬡

conditions()
Remove 1 per refresh scene

- ⬡ Angry
- ⬡ Exhausted
- ⬡ Injured
- ⬡ Vulnerable
- ⬡ Malfunctioning
- ⬡ Dying
- ⬡ Hunted
- ⬡
- ⬡ **Dead** (presumed)

pool()

// current

// pool max.

⬢⬢⬢⬡⬡

exp()
Spend at any time

- **5** -> Add a new **trait** with 3 tags
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- **5** -> Add a new **edge**
- **5** -> Increase **pool max.** by 1 (and get a **pool die**)
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⬡⬡⬡⬡⬡⬡⬡⬡⬡⬡

equipment()

Digital Fingertips — hack anything you can touch
Microdrone Swarm — each recognizes you as queen
Nanocloth Jumpsuit — changes shape and color at a thought
Hoverbike — lovingly tuned, sticker reads "this machine kills corporations"
Omnitool — always malfunctioning

What were you trying to do when Kona saved your life?

Does anyone in the crew know your real name? What would they think of you if they knew who your mother was?

How did you learn technomancy?

You're quite bold, but what is it that scares you?

How did you meet the underworld kingpin Yi Shin? Do you trust him?

//Kona Hailama

NEON SUN

The best wheelman, best shot, and worst therapist in Seattle are all the same person.

Gun Nut
- ⬢ Shooting
- ⬢ Marksmanship
- ⬢ Trigger-Happy
- ⬢ Warning Shot
- ⬢ Explosives
- ⬢ Gunsmithing
- ⬡ Pistol Whip
- ⬡ Covering Fire
- ⬡ Perfect Aim

Wheelman
- ⬢ Evasion
- ⬢ Stylish
- ⬢ Maneuvering
- ⬢ Steady
- ⬢ Daring
- ⬡ Floor It
- ⬡ Hovercraft Pilot

Smuggler
- ⬢ Haggle
- ⬢ Deception
- ⬢ Sneak
- ⬢ Camoflage
- ⬢ Bribe
- ⬢ Blend In
- ⬡ Forgery

Therapist
- ⬢ Observant
- ⬢ Compassionate
- ⬢ Sense Motive
- ⬢ Conversationalist
- ⬡ Persuasive
- ⬡ Calm

- ⬡
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- ⬡

circuits()

Trip: +1 exp. (**Danger:** +1 exp.)
**Overload:** Remove, add new circuit, +5 exp.

.Terminal
The nano-parasites are burrowed deep into your skull, giving you less than a week to live. Trip this circuit when you make a decision influenced by your condition. **Overload:** Find a cure.

.Ohana
The underworld is cruel, but it's your family. Trip this circuit when you make a team member laugh or bring them hope. **Overload:** Move on.
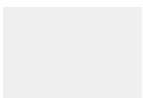
.Adrenaline
You never feel more alive than when near death. Trip this circuit when you put yourself in front of danger. **Overload:** Overcome a problem safely and methodically.
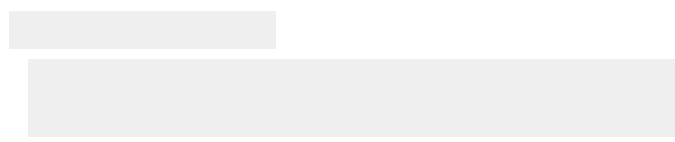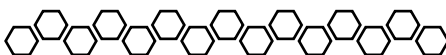
edges()

Refresh Scene: Re-arm 1 edge
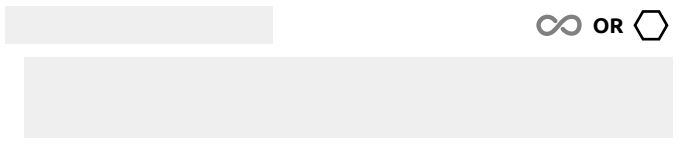**Overload a circuit:** Re-arm all edges

.Digital Memory ∞
You remember everything you've ever seen. Maps of the city, historical blueprints and overheard conversations from decades ago are all just a search away.

.Sureshot ⬡
Guns were made for you. You may re-roll a failure when doing anything involving shooting.

∞ OR ⬡

∞ OR ⬡

conditions()

Remove 1 per refresh scene

- ⬡ **Angry**
- ⬡ **Exhausted**
- ⬡ **Injured**
- ⬡ **Vulnerable**
- ⬡ **Malfunctioning**
- ⬡ **Dying**
- ⬡ **Hunted**
- ⬡
- ⬡ **Dead** (presumed)

pool()

// current

// pool max.

⬢⬢⬢⬡⬡⬡

exp()

Spend at any time

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⬡⬡⬡⬡⬡⬡⬡⬡⬡⬡⬡

equipment()

Dering-Carthen Multipurpose Van — augments: bulletproof glass, mobile armory, afterburners, huge flower painted on side door
Armory — important bits: K-77 slug rifle, Sitnikov Tankbuster, Gilguard Model 6300, pair of Lomare 16's, over 1000 bullets
Grenade Belt — flashbang, incendiary, shrapnel
Pressed Flower — a reminder of the past

questionnaire()

You know that if the heist is successful, you won't live long enough to spend your cut. Why are you doing it?

Why do you regret saving _hornet's life?

How did you get infected with the nano-parasites?

What's the greatest gunfight you've ever been in?

Why do you carry a pressed flower with you everywhere?

notes()