technoir

SYSTEM CHEAT SHEET

Collated by Justin Alexander

VERBS

Coax

Detect

Fight

Hack

Move

Operate

Prowl

Shoot

Treat

ADJECTIVES

Fleeting: Go away at end of the scene.

Sticky: Short term.
- *Positive*: Last to end of following session.
- *Negative*: Can be mended (see *Recovery*).

Locked: Permanent… mostly.
- *Positive*: Engrained characteristics.
- *Negative*: Can be mended by replacing loss.

Prohibited: Cannot apply "unconscious", "dead", or any other adjectives that remove all character agency except to Henchmen.

RESETTING PUSH DICE

- **Push Dice Requirements**
  - Player with fewer than 3 Push Dice.
  - GM must have enough Push Dice to reset.
- **Connection Scene**: Play out scene with connection that the player has relationship adjective with.
  - Cannot take action against the connection.
  - Something in scene must exemplify the relationship adjective.
- **Reset Push Dice**: Player reset to 3 Push Dice.

APPLY ADJECTIVE

1. Recharge Push Dice
2. Establish Vector
3. Dice Pool
   a. Action Dice = Verb Rating
   b. Hurt Dice = Negative Adjectives
   c. Push Dice = Per Adjective, Object, Tag
4. Roll Dice
   a. Hurt Dice cancel all matching numbers.
   b. Result = Highest surviving number. (Multiples = +0.1)
5. Determine Reaction
   a. Establish Reaction Vector
   b. Verb Rating + Push Dice
6. Apply Adjective
   a. *Success:* If Result > Reaction, adjective is applied.
   b. *Failure*: Prime the Verb used.
   c. *Severity*: Spend surviving Push Dice to increase adjective severity. (Optional)
      i. 1 Push Die = Sticky
      ii. 2 Push Dice = Locked
7. Discharged Used Push Dice

Interference: Interfering character uses their Verb rating to determine reaction rating. Both interfering character and target can spend Push Dice to increase reaction.

Multiple Targets:
- Requires specific adjective or tag (fast, burst fire, etc.)
- Must have valid vector for all targets.
- Discharge 1 Push Die.
- Targets determine reactions individually.

Overwriting Adjectives: Must be either as severe or more severe than the original adjective.

Trump: If *tag* is trumped by *tag*, it can't be used to react.

Ultimatums: If the target doesn't comply, character can immediately resolve action they threatened.

Unopposed Actions: Don't roll, but you can still spend Push Dice to make adjectives sticky or locked.

SEQUENCE

- **Turn**: Each character gets one turn per round. No sequence.
  - *Attack* (apply negative adjective on enemy)
  - *Aid* (apply positive adjective on ally)
  - *Recover* (remove negative adjective)
- **Off-Turn**:
  - *React*
  - *Interfere*
  - *Challenge Vectors*

LETHAL CONSEQUENCES

- **Physical Harm**: If character receives negative adjective describing physical harm, check for lethal consequences at end of scene.
- **Check Hurt Dice**: Roll Hurt Die for each sticky/locked negative adjective character has.
  - *1 Hurt Die = 6*: Character receives **dying** as sticky negative adjective.
  - *2+ Hurt Dice = 6*: Character receivers **dead** as locked negative adjective.
- **Dying**: Character still has agency and can act.
- **Dead**: Character cannot take actions.

COMMON ATTACKS

- Shooting someone behind cover: Shoot vs. Prowl
- Shooting someone in the open: Shoot vs. Move
- Boxing or wrestling or knifing: Fight vs. Fight
- Grabbing someone trying to run away: Fight vs. Move
- Trying to outrun someone: Move vs. Move
- Trying to outdrive/outsail/outfly someone: Operate vs. Operate
- Jumping onto a moving vehicle: Move vs. Operate
- Trying to chase someone with a drone: Operate vs. Move
- Trying to give someone the slip: Prowl vs. Detect
- Trying to serve someone a drugged drink: Treat vs. Detect
- Trying to hack someone's linked network: Hack vs. Hack
- Trying to seduce someone: Coax vs. Coax
- Trying to give someone the shakedown: Coax vs. Coax

RECOVERY

Healing Verbs:
- *Physical/Psychological/Social*: Treat
- *Object*: Operate
- *Software*: Hack

Locked Adjectives: Require replacement (implant, etc.).
- *Object*: Pay half the object's cost for parts.

Heal Check
1. Add Hurt Dice from both healer and patient.
2. Patient chooses Primed Verb for improvement.
3. Roll Dice vs. Difficulty 4

Outcome: After recovery time.
- *Failure*: Adjective remains.
  - *Dying*: : Overwritten with **dead** as locked negative adjective.
  - *Dead*: Character is permanently dead and removed from play.
- *Success*:
  - *Sticky Adjective*: Adjective is removed.
  - *Locked Adjective*: Adjective becomes sticky.
- *Verb Improvement*:
  - If one Hurt Die > Primed Verb rating, patient gains +1 to Verb Rating. Erase all prime marks.
  - If Verb is not improved, do not erase prime marks.

Recovery Time: Subject to adjustment. If interrupted (by attempted action or negative adjective being applied to character), recovery clock resets.
- *Repairing Object/Program*: A few hours
- *Sticky Adjective*: 24 hours
- *Locked to Sticky*: 48 hours

THE INTERFACE

Interacting with the Interface requires:
- **Link**: *linked*
- **Input**: *cerebral input* trumps *gesture input*
- **Display**: *optical splice* trumps *display*

LINK TYPES

- Objects that share a link type (*linked, derma-linked, nerve-linked*) can communicate with each other.
- Objects with multiple link types can be used as hubs, allowing communication outside of their own network type.
- If objects don't share a link, there is no vector between them.

Example: A router patch *is both* linked *and* derma-linked. *If you use nothing but derma-linked items, then ripping off the* router patch *would prevent anyone not touching you from accessing your objects. (It would also cut you off from the Interface.)*

FAVORS

Chop: Sell you a stolen vehicle at 8 Kred discount (add *stolen* tag for free) or buy a stolen vehicle from you at an 8 Kred discount.

Date: Attend a function with you, granting you access somewhere you wouldn't be welcome otherwise.

Deal: Provide a dose of drugs. First time is free, 1 Kred thereafter. Taking them gives you the negative sticky adjective of *high*. Once in the next contention, you can treat all the Hurt dice of a roll as positive results.

Fence: Buy a bulk load of stolen merchandise for 5 Kreds.

Fix: Sell you up to three objects in specified categories, each discounted by 2 Kreds. Add the *stolen* tag to each.

Ride: Transport you, a friend, or illicit goods to a destination inside or just outside of the city.

Shark: Lend you 10 Kreds, expecting repayment. Mark this in the 'debt' column.

Splice: Install a cybernetic object (or an object with the *implant* tag) for free.

PLOT MAPPING

Mission Seed: Roll 3 random nodes on *Master Table* and connect them.

Favors:
- *1st Favor*: Add connection to the plot map.
- *2nd Favor*: Connect to the plot map.

Leads:
- Roll d6 on connection's *Connection Table*.
- If generated node NOT on the map, add it and connect it.
- If generated node IS on the map, link the connection to it (they're involved).
- *Inquiring About Specific Node*: Connect result to the node the protagonist asked about.

Maintenance:
- Roll d6 on connection's *Connection Table*.
- After a few session, take three loose-end nodes and associate them into a new mission seed.

Adding Transmissions
- Roll one random node from new Transmission *Master Table*.
- Protagonists can ask an existing connection for an introduction to one of the connections in the new transmission. (Randomly determine the connection.)