

JOURNALIST



Even in the 22nd century, there's still someone out there to report the news. Without you, most of the Network would be silent to the average person. You may be the one they see at night, reading news stories that have been perfectly crafted by corporate and government handlers. Or perhaps you're one of the writers, putting each sentence together with care from the information that hasn't been redacted. Or maybe, just maybe, you're the real deal – a scrappy investigative reporter who'll stop at nothing to find out the real story, putting it out on the Network under a pseudonym so no one finds out who you really are.

CORE ATTRIBUTE: WITS

CAREER SKILLS:

Manipulation, Mobility, Observation

CAREER TALENTS:

Take Control: Core rulebook pg.75.

Investigator: Core rulebook pg.74.

I Know a Guy: Part of being a good journalist is having contacts. Once per game session, you can reach out to someone you know – some company exec, an ER doc, a cop, someone who dabbles in the seedy underbelly, who knows – and ask some questions. A successful Manipulation roll reveals new information from that source, though the GM reserves the right to be vague or otherwise unclear.

Gear:

- PDAT or Expensive Suit
- Hi-Beam Flashlight or Rolex watch
- Electronic tools or Press ID (perhaps with some sort of clearance)
- Seegson magnetic tape recorder or Digital video camera