BRAND NAME:_____

MUSCLE / MEDIA / MAGIC / ESPIONAGE / GRID

BRAND TRAIT:_____
BRAND TRAIT:_____
BRAND TRAIT (MC 10):_____
BRAND TRAIT (MC 100):_____

RESOURCES   UPKEEP   MARKET CAP

_____

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ASSETS   ETIQUETTE   UPKEEP THRESHOLD

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Brand Sector Action List

Media Campaign: Make a Media test. Each success grants one influence to a resource in the sector.

Racketeering: Make a Muscle test. Each success causes one damage to a single resource. Sector heat rises by one.

Covert Influence: Make an Espionage test. Each success grants one influence to a single resource or lowers sector heat by one.

HakAttack: Make a Grid test. Every success causes one damage or every two successes grant one influence to a resource.

Ensorcellment: Make a Magic test. Every success allows you to alter the damage/influence of any resource by one in any direction.

Repair: Make a Muscle test. Remove 1 box of damage per success by paying one market cap/bank.

Hire Asset: Pay 20,000 Zuzus or 1 MC/bank per point of the assets hire price to acquire one of the available assets for hire.

Do Crime: Make a muscle test. Every success provides 10,000-60,000 Zuzus. Sector heat rises by 1.

Reinforce Ghost Rating: Requires a decker with ghost protocol software. Make a Grid test, and increase a character's Ghost Rating by the amount listed in the Ghost Protocol software.

Upgrade: Spend the sector turn permanently improving a resource. Up to six boxes can be constructed per sector turn. This costs 10 MC per box.

Demolish: Can only be used on a fully damaged resource. Make a muscle test. For every success destroy two boxes on the condition track of the resource.

Purchase: Purchase one rarity 1+ item if the brand has either access to a resource that sells the item type or an asset that allows purchasing the item.

Item Cracking: Remove biocoding, tracking, and other ownership tokens from an object and re-code them to be usable for the brand. This requires a Grid test, with a number of successes equal to the items hardening.

Persuadertron Sweeps: A brand makes a media test, and for every success, brainwashes ten people, forming a cult, gang, or cabal. The Persuadertron renders the people ready for modification and reprogramming.

Ragebait Media: Exploit your persuadertron followers. For every success on a media test, get 1 Zuzu per follower.

Selling items: Sell/liquidate as many items as you wish at 10% of the list price, plus 10% for every success on a negotiation roll. If the characters have a fence asset, they can sell their loot for 100% of the base price. They make an etiquette test for the asset. For every success, increase the sale price of the gear by 10% of the base price.

Sector Travel: Use the sector travel framework.

Transfer MC: Characters can take any banked market cap, and for every 2 points they eliminate, gain 10,000 Zuzus cash. They could conversely convert 20,000 Zuzus cash into 1 point of banked cash. Up to 1 million can be converted in a sector turn.

Use an Asset: Assign an asset to a sector turn action to use their sector abilities. This doesn't cost anything unless stated in the assets sector's abilities.