



# LANDLORD

## The apartment they provide [d6]

- 1 Stack** These small, blocky apartments are stacked haphazardly on each other. An earthquake would tumble this house of cards.
- 2 Unit** This room is one of a thousand in the mega-building. It never gets quiet.
- 3 Basement** This apartment is cavernous, but you never see sunlight.
- 4 Coffin** You are fully able to customize your 3 X 7 home. I hope you're not claustrophobic.
- 5 Converted** This apartment used to be a slaughterhouse. Nice tiled floors, just ignore the stains.
- 6 Hostel** The utilities are covered but you're never sure who's bunking with you each night.

## Why you hate them [d6]

- 1 They refuse to deal with mold.**  
Max HP is 18 as long as you're under landlord's thumb.
- 2 They refuse to evict the other psychotic tenants.**  
When returning from a gig there is a 2-in-6 chance to be attacked by a tenant [3X | 2 DMG | 0 ⌘]
- 3 They refuse to fix the tram to the market.**  
You must pay 1 ⌘ to SHOP.
- 4 They are constantly renovating.**  
When returning from a gig there is a 1-in-6 chance you can't REST.
- 5 They always keep the damage deposit.**  
It is 120 ⌘ to buy the flat.
- 6 They often land you with surprise charges.**  
When returning from a gig there is a 2-in-6 chance they require an additional d6 ⌘ to cover some made up expense.

# FIXER

## Sphere of Influence[d6]

Your Fixer has influence in one area. When you get gigs in that area, you may roll to see what the Greater Threat, Trap, NPC, and Vault are before starting the gig.

- |                             |                           |
|-----------------------------|---------------------------|
| <b>1 Freight Wharf</b>      | <b>4 Syndicate Club</b>   |
| <b>2 Industrial Factory</b> | <b>5 Mega-Corp Office</b> |
| <b>3 R + D Lab</b>          | <b>6 Street Market</b>    |

## Connections [d6]

- 1 Military**  
When you purchase 2 Bio or EMP-shots, get the 3rd free!
- 2 Tech**  
You get Cheez Stix with every App purchase.
- 3 Liberationists**  
You get a free Smoke Bomb before each gig.
- 4 Corporations**  
You get a 2d6 ⌘ bonus instead of d6 after each successful gig.
- 5 Pharmaceuticals**  
You restore 3 HP per 1 ⌘ spent resting.
- 6 Politicians**  
Security Intel is 1 ⌘ cheaper.

