

# Flashbacks

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When an operation is underway, you can invoke a flashback to roll for an action in the past that impacts your current situation. Maybe you convinced the sergeant to cancel the local Cops' patrol tonight, so you make a Fast Talk roll to see how that went.

The GM sets an edge cost when you activate a flashback action.

- **0 Edge:** An ordinary action for which you had easy opportunity. The Nomad networked with her friend to agree to arrive at the billiards game ahead of time, to suddenly spring out as a surprise ally.
- **1 Edge:** A complex action or unlikely opportunity. The Solo concealed his pistols into a hiding spot near the AR slot machines so he could retrieve them after the patdown at the front door.
- **2 (or more) Edge:** An elaborate action that involved special opportunities or contingencies. The Netrunner has already studied the virtual interior of the host and learned of a patrolling ICE that is nearby the virtual object for a datafile—a file that can be hacked to reveal the location of the hidden paydata.

After the edge cost is paid, a flashback action is handled just like any other action. Sometimes it will entail an action roll, because there's some danger or trouble involved.

Sometimes a flashback will entail a luck roll, because we just need to find out how well (or how much, or how long, etc.). Sometimes a flashback won't call for a roll at all because you can just mark the edge and it's accomplished. If a flashback involves activity over a long period, pay credits or reputation for it, instead of edge. One of the best uses for a flashback is when the engagement roll goes badly. After the GM describes the trouble you're in, you can call for a flashback to a special preparation you made, "just in case" something like this happened. This way, your "flashback planning" will be focused on the problems that do happen, not the problems that might happen.

## Limits of Flashbacks

A flashback isn't time travel. It can't "undo" something that just occurred in the present moment. For instance, if an PoliceTask Force detective confronts you about recent thefts of experimental devices when you're at the CEO's party, you can't call for a flashback to assassinate the detective the night before. He's here now, questioning you—that's established in the fiction. You can call for a flashback to show that you intentionally tipped off the detective so he would confront you at the party—so you could use that opportunity to impress the CEO with your cunning and daring.

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