

Deltis

NAME

IS A Addicted Hotshot WHO

DESCRIPTOR TYPE

Hacks The Network

FOCUS

TYPE, FLAVOR, OR OTHER

1 TIER 1 EFFORT XP

MIGHT		SPEED		INTELLECT	
14	0	10	0	10	1
POOL	EDGE	POOL	EDGE	POOL	EDGE

RECOVERY ROLLS d6+1

☐ 1 ACTION ☐ 1 HOUR

☐ 10 MINS ☐ 10 HOURS

DAMAGE TRACK

☐ IMPAIRED +1 Effort per level
Ignore minor and major effect results on rolls
Combat roll of 17-20 deals only +1 damage

☐ DEBILITATED Can move only an immediate distance
Cannot move if Speed Pool is 0

SKILLS

Unusual skills You become trained in your choice of two of the following skills: biology, chemistry, climbing, identifying, pickpocketing, running, seduction, sensing motive, or sneaking.

Light firearms (Practiced) Light Firearms

Light weapons (Practiced)

Medium firearms (Practiced) Medium Firearms

Medium weapons (Practiced)

Heavy weapons (Inability)

Might and intellect tasks to resist addiction, drugs, and chemical attacks Chemicals of any kind are hard for you to resist. Might and Intellect tasks to resist addiction, drugs, and chemical attacks are hindered.

ADVANCEMENT

☐ INCREASE CAPABILITIES +4 points into stat Pools

☐ MOVE TOWARD PERFECTION +1 to the Edge of your choice

☐ EXTRA EFFORT +1 into Effort

☐ SKILL TRAINING Train in a skill or specialize in a trained skill

☐ OTHER Refer to the Cypher System Rulebook

SPECIAL ABILITIES

Endurance Any duration dealing with physical actions is either doubled or halved, whichever is better for you. For example, if the typical person can hold their breath for thirty seconds, you can hold it for one minute. If the typical person can march for four hours without stopping, you can do so for eight hours. In terms of harmful effects, if a poison paralyzes its victims for one minute, you are paralyzed for thirty seconds. The minimum duration is always one round. Enabler.

Computer Programming You are trained in using (and exploiting) computer software, you know one or more computer languages well enough to write basic programs, and you are fluent in internet protocol. Enabler.

Datajack (1 Intellect point) With computer access, you jack in instantly and learn a bit more about something you can see. You get an asset on a task involving that person or object. Action.

Overheat Hack (1 Intellect point) You overheat the electrical system of a creature (such as a robot or cyberware-equipped person) or electronic object (such as a computer or technological vehicle) within short range that you can see. If your Intellect-based attack succeeds against the creature, you inflict 3 points of fire damage. If the target is an object rather than a creature (such as a computer or vehicle), this attack is eased. Action.

Muscles Of Iron (2 Might points) For the next ten minutes, all Might-based actions other than attack rolls that you attempt are eased. If you already have this ability from another source, the effect of this ability lasts for one hour instead of ten minutes. Enabler.
continued...

ATTACKS

Punch A light might attack doing 2 damage. A right jab.



CYPHERS

Information Sensor (Level 4, Manifest) Over the course of one day, the user can activate the cypher a total number of times equal to its level. Each time, they can select a living creature within long range and learn the following about it: level, origin, species, name, and possibly other facts (such as an individual's credit score, home address, phone number, and related information).

Perfect Memory (Level 6, Subtle) Allows the user to mentally record everything they see for thirty seconds per cypher level and store the recording permanently in their long-term memory. This cypher is useful for watching someone pick a specific lock, enter a complex code, or do something else that happens quickly.

2
LIMIT

EQUIPMENT

You have two doses of one of the following drugs: Calcichloride®, Clickbait®, crunch, Pixel®, or rampage. Granted from Addicted. Appropriate clothing, a communicator implant, and \$5,300. Granted from Starting Equipment.

ARMOR

5300 MONEY

BACKGROUND

Hotshot

The Hotshot type is a cyberpunk variant of the Explorer with a knack for using technology. Burglars, drivers, and scouts are usually Hotshots, as are some hackers and soldiers. You are a person of action and physical ability, fearlessly facing the unknown. You travel to strange, exotic, and dangerous places, and discover new things. This means you're physical but also probably knowledgeable. Although Hotshots can be academics or well studied, they are first and foremost interested in action. They face grave dangers and terrible obstacles as a routine part of life.

Addicted

You are addicted to a drug, probably something illegal, expensive, or both. You are usually in control enough to be a functional adult, holding down a job and maintaining some personal relationships, but the hunger is always there, threatening to fuck up your life. You have a unique insight about crime, or at least how to interface with the criminal world so you can get your next score. You know you have your addiction under control—your drug of choice helps you cope with your illness, or the crapsack world you live in. Or you're looking for help. Or you need to hit rock bottom before you realize how serious your problem is. Or maybe you're too stubborn to realize this'll kill you sooner rather than later. People who know about your addiction might pity you, want to save you, or dismiss you as a junkie.

Hacks The Network

AI and the countless networks integrated into every part of life are as ubiquitous as air and, to most people, about as noticeable. Not you. From the moment you first realized that networks ran on an underlying "Ur" tongue, a code of mathematics and logical symbols, you were hooked. It wasn't your goal to learn everything you could about hacking computers so much as there was nothing else for you. As a thrown stone follows its trajectory, you learned to hack the network.

As long as you have access to a computer, hand terminal, or other connection, you accomplish your goals by working the code. You might have a few extra pockets for high-energy snacks and spare storage devices, as well.

Choose how you became involved in the adventure:

- You think one of the PCs is or knows a cheap source for your drug of choice.
 - You sobered up to discover that you had agreed to work with the other PCs.
 - Another PC saved your life (perhaps from an overdose or a hostile encounter with a dealer), and now you're trying to repay them.
- continued...*

NOTES

Possible player intrusions based on your character type:

Fortuitous Malfunction

A trap or a dangerous device malfunctions before it can affect you.

Serendipitous Landmark

Just when it seems like the path is lost (or you are), a trail marker, a landmark, or simply the way the terrain or corridor bends, rises, or falls away suggests to you the best path forward, at least from this point.

Weak Strain

The poison or disease turns out not to be as debilitating or deadly as it first seemed, and inflicts only half the damage that it would have otherwise.

Cue the AI

You activate an app or device that has a fast-acting helpful AI with broad knowledge on a lot of topics. This grants you four "floating" assets that you have to use in the next few rounds. You choose which of your tasks gain the assets and how many to use on any particular task. The normal limit of two assets per task still applies. For example, you could use two assets on a hacking roll, one on a Speed defense task, and one on an attack; two on a Speed defense task and two on an attack; or one each on four separate tasks. Once the time expires, any unused assets are lost.

Instant ICE

Your emergency countermeasures against hacks take effect, easing your defense tasks against them for one minute, reducing their damage by half for one minute, or throwing the hacker off your trail (forcing them to start over from scratch against you).

Magic Touch

You manipulate a device in an unexpected way to quickly get the result you want. This might be a secret override code, pressing too many keys at once in just the right configuration, activating a digital child's toy to emit confusing wireless signals, or punching the interface panel from a certain angle to briefly unlock its admin mode. Generally this gives you one round of access before the device reverts to its default behavior, allowing you to treat any task appropriate to that device as routine (difficulty 0). For example, you could use this time to unlock an electronic door, activate or deactivate a security system, or patch in to a surveillance camera, so long as doing so would normally take one round or less. If the task requires multiple successful rolls, this player intrusion counts as one success toward that goal.

Addiction

You are addicted to one drug from the list on page 61.
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PORTRAIT

...SPECIAL ABILITIES

Danger Sense (1 Speed point) Your initiative task is eased. You pay the cost each time the ability is used. Enabler.

All For Me When the GM gives you 2 XP for a GM intrusion, you keep both instead of giving one to another player. You can use this once, and it renews each time you make a ten-hour recovery roll.

...BACKGROUND

- One PC has been your friend since before you became an addict, and you want to keep them around.

Background Connection You received assistance from a secretive organization, which paid for your schooling. Now they seem to want a lot more from you.

Focus Connection Pick one other PC. That character's face is so intriguing to you in a way you don't understand that you sometimes find yourself sketching their likeness in the dirt or using some other medium you have access to.

...NOTES

Granted from Addicted

Survivor

You get 2 additional points to divide among your Might and Speed Pools.

Granted from Addicted