

Surflux

NAME

IS A Intuitive Solo WHO

DESCRIPTOR TYPE

Packs Chromed Heat

FOCUS

TYPE, FLAVOR, OR OTHER

1 TIER 1 EFFORT XP

MIGHT		SPEED		INTELLECT	
12	0	14	1	12	0
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

Perception tasks You are trained in perception tasks.

Heavy weapons (Practiced)

Light weapons (Practiced)

Medium weapons (Practiced)

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

Gunner You inflict 1 additional point of damage with guns. Enabler.

Shooter Chrome Your machine parts grant you +1 to Armor and +2 to your Speed Pool. 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.

Optical Hack (1+ Intellect point) You reboot the technological optical sensors of a target within short range (such as a robot, surveillance camera, or person with cybernetic optics). If your Intellect-based attack against them succeeds, the target is blinded for one round. In addition to the normal options for using Effort, you can choose to use Effort to increase the range (long for one level of Effort, very long for two, or 1,000 feet [300 m] for three). Action.

Hacker (2 Intellect points) You gain quick access to a desired bit of information in a computer or similar device, or you access one of its primary functions. Action.

Scramble Machine (2 Intellect points) You render one machine within short range unable to function for one round. Alternatively, you can hinder any action by the machine (or by someone attempting to use the machine) for one minute. Action.

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ATTACKS

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



CYPHERS

Repel (Level 3, Subtle) One NPC within immediate range who is of a level lower than the cypher decides to leave, using their next five rounds to move away quickly.

X Ray Viewer (Level 6, Manifest) Allows the user to see through up to 2 feet (60 cm) of material of a level lower than the cypher. The effect lasts for one minute per cypher level.

2

LIMIT

EQUIPMENT

Appropriate clothing, a communicator implant, and \$5,700. Granted from Starting Equipment.

1

ARMOR

5700 MONEY

BACKGROUND

Solo

The Solo type is a cyberpunk variant of the Warrior. Mercenaries, soldiers, security guards, assassins, brawlers, and police officers are usually Solos. You're a good ally to have in a fight. You know how to use weapons and defend yourself. Warriors are physical, action-oriented people. They're more likely to overcome a challenge using force than by other means, and they often take the most straightforward path toward their goals.

Intuitive

You are often tickled by a sense of knowing what someone will say, how they will react, or how events might unfold. Maybe you have a mutant sense, maybe you can see just a few moments ahead through time, or maybe you're just good at reading people and extrapolating a situation. Whatever the case, many who look into your eyes immediately glance away, as if afraid of what you might see in their expression.

Packs Chromed Heat

Some of your organic parts have been replaced with artificial components. Like most people in the city, you are a cyborg, but your augmentations are extensive, and they assist you with ranged combat. You almost certainly have metal plating and technical components visible on your skin. As you advance, you can add to, modify, or discover new functions for your machine parts.

Choose how you became involved in the adventure:

- You just knew you had to come along.
- You convinced one of the other PCs that your intuition is invaluable.
- You felt that something terrible would happen if you didn't go.
- You're confident the reason you arrived at this point will soon become clear.

Background Connection Your uncle runs a theater in town. You know all the actors and watch all the shows for free.

Focus Connection Pick one other PC. That character knows you have suffered at the hands of robotic entities in the past. Whether you hate robots now is up to you, which may affect your relationship with the character if they are friendly with robots or have robotic parts.

NOTES

Possible player intrusions based on your character type:

Perfect Setup

You're fighting at least three foes and each one is standing in exactly the right spot for you to use a move you trained in long ago, allowing you to attack all three as a single action. Make a separate attack roll for each foe. You remain limited by the amount of Effort you can apply on one action.

Old Friend

A comrade in arms from your past shows up unexpectedly and provides aid in whatever you're doing. They are on a mission of their own and can't stay longer than it takes to help out, chat for a while after, and perhaps share a quick meal.

Weapon Break

Your foe's weapon has a weak spot. In the course of the combat, it quickly becomes damaged and moves two steps down the object damage track.

Catastrophic Failure

Your attack triggers an unusual failure in the foe's cyberware, such as overheating an implant, releasing a burst of electricity, spraying a gout of cybernetic lubricant, or spasming their trigger finger. Two foes (either the initial foe and one other, or two foes other than the initial one) take damage equal to the foe's level; you and the GM should work together to decide what kind of damage is appropriate to the device failure (fire, electricity, poison, bullet, and so on).

Chrome Break

One of your foe's cybernetics has a weak spot. In the course of the combat, the device quickly becomes damaged and moves two steps down the object damage track.

Street Cred

A foe or bystander knows you personally or by your reputation. If you talk with them for at least a round and don't attack them, they'll stop what they're doing, listen to you, and provide some kind of help. Depending on the circumstances, they might offer you some useful information, give you a cypher or weapon, convince their allies to stop fighting, or join your team for a bit before leaving.

Innate

+2 to your Intellect Pool.

Granted from Intuitive

PORTRAIT

...SPECIAL ABILITIES

Know What To Do You can act immediately, even if it's not your turn. Afterward, on your next regular turn, any action you take is hindered. You can do this one time, although the ability is renewed each time you make a recovery roll.