

# Tydralux

NAME

ISA  Engram  Hotshot  WHO

DESCRIPTOR  TYPE

Packs Chromed Heat

FOCUS

TYPE, FLAVOR, OR OTHER

1 TIER 1 EFFORT XP

MIGHT		SPEED		INTELLECT	
11	0	13	0	16	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

**Computer memory** You're observant and good at making inferences based on what's around you. You are trained in tasks related to figuring out how to solve problems with multiple solutions (like the best way to pack a truck, or the fastest route through the city). Enabler.

**Machine reflexes** You are trained in Speed defense.

**Light firearms (Practiced)** Light Firearms

**Light weapons (Practiced)**

**Medium firearms (Practiced)** Medium Firearms

**Medium weapons (Practiced)**

**Heavy weapons (Inability)**

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## 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.

**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.

**Tinker (1 Intellect point)** You make a device do something different from its original purpose. For example, a blaster becomes a bomb. A scanner becomes a signal booster for a radio transmitter. A music player becomes a battery for another device. The effective level of the modified device is 1 lower than normal, and the device is rendered unusable (for its original purpose) until repaired. Action to initiate.

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

**Block (3 Speed points)** You automatically block the next melee attack made against you within the next minute. Action to initiate.

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## ATTACKS

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



## CYPHERS

**Sleep Inducer (Level 3, Manifest)** Touch puts the victim to sleep for ten minutes per cypher level or until awoken by a violent action or an extremely loud noise.

**Speed Boost (Level 3, Subtle)** Adds 1 to the user's Speed Edge for one hour (adds 2 if the cypher is level 5 or higher).

2  
LIMIT

## EQUIPMENT

Appropriate clothing, a communicator implant, and \$5,300. Granted from Starting Equipment.

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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.

### Engram

'But I thought I was human this whole time!'

A common refrain within this uncommon demographic. You've got some chrome—who doesn't?—but you thought you were human at the core. As it turns out, you're not a mammalian body with machine augmentations. You're a machine intelligence housed in a body constructed from biological components. You're an engram—an AI personality based on someone else's consciousness.

Short of an x-ray, invasive medical procedure, or catastrophic injury, you seem normal enough. You may have recently found out you're an engram, harbor suspicions that something isn't quite right, or begin the adventure oblivious to your own android nature.

### 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're looking for others like yourself; you believe (perhaps incorrectly) that another PC is also an engram.
- Another PC was present when you discovered that you're an engram; they may have realized even before you did.
- You're looking for whoever made you; you may desire revenge, closure, or to express gratitude.
- You overheard the PCs discussing something interesting and warned them of a potential flaw in their plan.

**Background Connection** Your brother is the lead singer in a really popular band.

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## 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.

### Refined Consciousness

+4 to your Intellect Pool.

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## PORTRAIT

### ...SKILLS

**Pleasant social interaction** In the process of copying and transferring your consciousness, a few things got muddled—including your social skills. All tasks relating to pleasant social interaction are hindered.

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### ...SPECIAL ABILITIES

**Inorganic Components** Attacks based on poison, disease, or infection have no effect on you. Conversely, attacks that normally disrupt machines (such as an electromagnetic pulse) can affect you.

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### ...BACKGROUND

**Focus Connection** Pick one other PC. You worked together in the past, and the job ended badly.

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### ...NOTES

*Granted from Engram*