

Cryonix

NAME

IS A Resilient

Solo

WHO

DESCRIPTOR

TYPE

Is A Walking Tank

FOCUS

TYPE, FLAVOR, OR OTHER

1

TIER

1

EFFORT

XP

MIGHT

SPEED

INTELLECT

14

0

POOL

EDGE

12

1

POOL

EDGE

14

1

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

Intellect defense tasks You are trained in Intellect defense tasks.

Might defense tasks You are trained in Might defense tasks.

Heavy weapons (Practiced)

Light weapons (Practiced)

Medium weapons (Practiced)

Knowledge or figuring out problems or puzzles You have a lot of willpower and mental fortitude, but you're not necessarily smart. Any task involving knowledge or figuring out problems or puzzles is hindered.

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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

Improved Edge Choose one of your Edge stats that is 0. It increases to 1. Enabler.

No Need For Weapons When you make an unarmed attack (such as a punch or kick), it counts as a medium weapon instead of a light weapon. Enabler.

Tank Chrome Your machine parts grant you +1 to Armor and +2 to your Might Pool. Enabler.

Physical Skills You are trained in two skills in which you are not already trained. Choose two of the following: balancing, climbing, jumping, running, or swimming. You can select this ability multiple times. Each time you select it, you must choose two different skills. Enabler.

Tech Skills You are trained in two skills in which you are not already trained. Choose two of the following: crafting, computers, identifying, machines, piloting, repairing, or vehicle driving. You can select this ability multiple times. Each time you select it, you must choose two different skills. Enabler.

Recover You can make an extra recovery roll each day. This roll is just one action. So you can make two recovery rolls that each take one action, one roll that takes ten minutes, a fourth roll that takes one hour, and a fifth roll that requires ten hours of rest.

ATTACKS

Fast Punch A light speed attack doing 2 damage. A lightning left jab.



CYPHERS

Blackout (Level 5, Manifest) An area within immediate range of the user becomes secure against any effect outside the area that sees, hears, or otherwise senses what occurs inside. To outside observers, the area is a "blur" to any sense applied. Taps, scrying sensors, and other direct surveillance methods are also rendered inoperative within the area for a day.

Remembering (Level 2, Subtle) Allows the user to recall any one experience they've ever had. The experience can be no longer than one minute per cypher level, but the recall is perfect, so (for example) if they saw someone dial a phone, they will remember the number.

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.

Resilient

You can take a lot of punishment, both physically and mentally, and still come back for more. It takes a lot to put you down. Neither physical nor mental shocks or damage have a lasting effect. You're tough to faze. Unflappable. Unstoppable.

Is A Walking Tank

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 your chrome parts are meant for defense and protecting others. 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 saw that the PCs clearly need someone like you to help them out.
- Someone asked you to watch over one of the PCs in particular, and you agreed.
- You are bored and desperately in need of a challenge.
- You lost a bet-unfairly, you think-and had to take someone's place on this mission.

Background Connection Your mentor wrote a book on martial arts. Sometimes people seek you out to ask about its stranger passages.

Focus Connection Pick one other PC. That character comes from the same place you do, and you knew each other as children.

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.

Resistant

+2 to your Might Pool, and +2 to your Intellect Pool.
Granted from Resilient

PORTRAIT

...SKILLS

Moving, bending, or breaking things You're hardy but not necessarily strong. Any task involving moving, bending, or breaking things is hindered.