

# Corthera

NAME

ISA Engram

Tech

WHO

DESCRIPTOR

TYPE

Explores Cyberspace

FOCUS

TYPE, FLAVOR, OR OTHER

1

TIER

1

EFFORT

XP

MIGHT

SPEED

INTELLECT

11

0

POOL

EDGE

9

0

POOL

EDGE

18

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

**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

**Heavy weapons (Inability)**

**Medium 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

**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.

**Interaction Skills** You are trained in two skills in which you are not already trained. Choose two of the following: deceiving, persuading, public speaking, seeing through deception, or intimidation. You can select this ability multiple times. Each time you select it, you must choose two different skills. Enabler.

**Knowledge Skills** You are trained in two skills in which you are not already trained. Choose two areas of knowledge such as history, geography, archeology, and so on. You can select this ability multiple times. Each time you select it, you must choose two different skills. 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.

**Machine Interface (2 Intellect points)** For one minute you gain an asset on tasks to discern the level, function, and activation of technological devices that you touch. Enabler.

**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

**Analeptic (Level 3, Subtle)** Restores a number of points equal to the cypher's level to the user's Speed Pool.

**Disarm (Level 2, Subtle)** One NPC within immediate range whose level is lower than the cypher level drops whatever they are holding.

**Tissue Regeneration (Level 10, Subtle)** For the next hour, the user regains 1 point lost to damage per round, up to a total number of points equal to twice the cypher's level. As each point is regained, they choose which Pool to add it to. If all their Pools are at maximum, the regeneration pauses until they take more damage, at which point it begins again (if any time remains in the hour) until the duration expires. (A tissue regeneration cypher can be used to regenerate a lost appendage (an arm, a foot, a leg, and so on) or to repair scar tissue from burns and other tissue-related disfigurements. If the cypher is used in this fashion, it restores only 1d6 points over the hour duration.)

3

LIMIT

## EQUIPMENT

Appropriate clothing, a communicator implant, and \$5,200. Granted from Starting Equipment.

ARMOR

5200 MONEY

## BACKGROUND

### Tech

The Tech type is a cyberpunk variant of the Adept without any overtly supernatural abilities. Hackers, medics, netrunners, choppers, and mechanics are usually Techs.

### 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.

### Explores Cyberspace

You've always been fascinated by cyberspace, its architecture, and the wealth of data it contains. You may have started out as a hacker, programmer, or data administrator, but viewing the internet on a screen was never enough for you. You're driven by the urge to transcend your body, to enter a complete simulation of that nonsensical nonspace. You're a netrunner, hooked on the thrill of jacking into the matrix, where you interact with physical manifestations of AI, software, and viruses.

You might enter the matrix for legitimate reasons, such as for your job or education—or maybe you make a point of going where you're not welcome, stealing and selling proprietary data. With access to a computer or terminal, you plug yourself in and you're off to the races.

### 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** You owe money to a number of people and don't have the funds to pay your debts.  
*continued...*

## NOTES

Possible player intrusions based on your character type:

### Advantageous Malfunction

A device being used against you malfunctions. It might harm the user or one of their allies for a round, or activate a dramatic and distracting side effect for a few rounds.

### Convenient Idea

A flash of insight provides you with a clear answer or suggests a course of action with regard to an urgent question, problem, or obstacle you're facing.

### Inexplicably Unbroken

An inactive, ruined, or presumed-destroyed device temporarily activates and performs a useful function relevant to the situation. This is enough to buy you some time for a better solution, alleviate a complication that was interfering with your abilities, or just get you one more use out of a depleted cypher or artifact.

### Clever Exploit

You recognize a device that someone is using (typically a weapon, implant, cypher, or vehicle) and take advantage of a known flaw in that device. For example, you can make a holocall to a MuxCom gorilla arm from a specific fake number to put the implant into self-diagnostic mode for several rounds, jam a piece of metal (such as a coin) into the trigger of an inhaler cypher to prevent it from being activated, or activate a moving Kaisha SUV's emergency braking assistant by standing in front of it with your arms crossed in an "X" shape. If your intrusion is a reaction to another person's action (such as a foe using an inhaler or trying to ram you with an SUV), you can do it even if it's not your turn.

### Know the Code

You studied the software you're trying to hack (perhaps you even wrote part of it in an old freelancing gig) and know there's a backdoor you can use to bypass its normal authentication and encryption barriers. For the next minute or so, your tasks to interact with that system are eased by two steps, after which the system closes the backdoor and you no longer have an advantage against it (but by that time, you're probably already in and can keep working).

### Unorthodox Modification

*continued...*

## 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.

### ...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.

### ...BACKGROUND

**Focus Connection** Pick one other PC. They commissioned you to do a job for them. You've already been paid but haven't yet completed the job.

### ...NOTES

You make an improvised quick modification to a mechanical or electronic object using whatever materials you have on hand (perhaps including taking bits from your equipment or one of your implants). For example, you could reload a pistol with a kit-bashed cartridge and slug when you're out of bullets, use some clips and wires to make an adapter that connects your data cable to a proprietary data port on a computer, or expose the electrical contacts on your cybernetic finger so it works as a key to a car you're trying to steal. Generally, this modification only works once—one shot from a pistol, one connection to the data port, one ignition for the car, and so on—but it succeeds automatically.

#### **Refined Consciousness**

+4 to your Intellect Pool.

*Granted from Engram*