

Neptivex

NAME

IS A **Stealthy** WHO **Hotshot**

DESCRIPTOR

TYPE

Embeds Stealthtech

FOCUS

TYPE, FLAVOR, OR OTHER

1

TIER

1

EFFORT

XP

MIGHT

SPEED

INTELLECT

12

0

15

0

11

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

Lies or trickery You're trained in all interactions involving lies or trickery.

Special abilities involving illusions or trickery You're trained in all special abilities involving illusions or trickery.

Stealth tasks You're trained in all stealth tasks.

Light firearms (Practiced) Light Firearms

Light weapons (Practiced)

Medium firearms (Practiced) Medium Firearms

Medium weapons (Practiced)

Heavy weapons (Inability)

continued...

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

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

Stealth Skills You are trained in your choice of two of the following skills: disguise, deception, lockpicking, pickpocketing, seeing through deception, sleight of hand, or stealth. You can choose this ability multiple times, but you must select different skills each time. 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.

Trained Without Armor You are trained in Speed defense tasks when not wearing armor. Enabler.

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ATTACKS

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



CYPHERS

Effort Enhancer (Noncombat) (Level 4, Subtle) For the next hour, the user can apply one free level of Effort to a noncombat task without spending points from a Pool. The level of Effort provided by this cypher does not count toward the maximum amount of Effort a character can normally apply to one task. Once this free level of Effort is used, the effect of the cypher ends.

Poison (Emotion) (Level 5, Manifest) The victim feels a specific emotion for one hour. Roll a d100 to determine the emotion. (Most poisons are not considered cyphers, except for a very few that are unique.) Rolled a 89. Joy. Easy to interact with in a pleasant manner; all pleasant interaction tasks are eased.

2

LIMIT

EQUIPMENT

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

1

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.

Stealthy

You're sneaky, slippery, and fast. These talents help you hide, move quietly, and pull off tricks that require sleight of hand. Most likely, you're wiry and small. However, you're not much of a sprinter—you're more dexterous than fleet of foot.

Embeds Stealthtech

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 stealth and infiltration. You almost certainly have synthetic materials 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 attempted to steal from one of the other PCs. That character caught you and forced you to come along with them.
- You were tailing one of the other PCs for reasons of your own, which brought you into the action.
- An NPC employer secretly paid you to get involved.
- You overheard the other PCs talking about a topic that interested you, so you decided to approach the group.

Background Connection Your greatest discovery to date was stolen by your arch-rival.

Focus Connection Pick one other PC. They are skeptical of your claims about something momentous that happened in your past. They might even attempt to discredit you or discover the 'secret' behind your story, though that's up to them.

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.

Quick

+2 to your Speed Pool.
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PORTRAIT

...SKILLS

Movement-related tasks You're sneaky but not fast. All movement-related tasks are hindered.

...SPECIAL ABILITIES

Sensor Scan (2 Intellect points) You scan an area equal in size to a 10-foot (3 m) cube, including all objects or creatures within that area; the results of your scan are compared to a database of information (facial recognition, object recognition, police database, and so on) to determine what it is you're looking at. The area must be within short range. Scanning a creature or object always reveals its level. You also learn whatever facts the GM feels are pertinent about the objects and creatures in that area. For example, you might learn that a device is made of metal, plastic, and electronics. You might learn a person's name, occupation, whether or not they have any standard cybernetics, and that they have several outstanding parking tickets. You might learn that the creature in front of you is an exotic mammal (such as a tapir), and that owning it requires an expensive permit. However, this ability doesn't tell you what the information means. Thus, in the first example, you don't know what the metal and plastic device does—it might be a radio or a land mine. In the second, you don't know whether the person is intent on harming you. In the third, you don't know if the creature is dangerous. The information you do get from the initial scan probably gives you enough of a lead to perform an internet search to find more information. Many materials (such as lead shielding, a Faraday cage, or concrete) prevent or hinder scanning. Action.

...NOTES

Granted from Stealthy