

Aqualonix

NAME Luddite Broker WHO

IS A Luddite DESCRIPTOR Broker TYPE

Knows Everything

FOCUS

TYPE, FLAVOR, OR OTHER

1

TIER

1

EFFORT

XP

MIGHT

SPEED

INTELLECT

11

0

POOL

EDGE

10

0

POOL

EDGE

13

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

Resourceful A lifetime of exploring non-cybernetic options has let you acquire skills in many areas. You're trained in two areas of knowledge (such as computers, geography, or history).

Resourceful A lifetime of exploring non-cybernetic options has let you acquire skills in many areas. You're trained in two physical skills (such as climbing, jumping, or swimming).

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

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.

Fast Talk (1 Intellect point) When speaking with an intelligent creature who can understand you and isn't hostile, you convince that creature to take one reasonable action in the next round. A reasonable action must be agreed upon by the GM; it should not put the creature or its allies in obvious danger or be wildly out of character. Action.

Demeanor Of Command (2 Intellect points) You project confidence, knowledge, and charisma to all who see you for the next hour. Your demeanor is such that those who see you automatically understand that you are someone important, accomplished, and with authority. When you speak, strangers who are not already attacking give you at least a round to have your say. If speaking to a group that can understand you, you can attempt to have them produce their leader or ask that they take you to their leader. You gain a free level of Effort that can be applied to one persuasion task you attempt during this period. Action to initiate.

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ATTACKS

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



CYPHERS

Effort Enhancer (Combat) (Level 7, Subtle) For the next hour, the user can apply one free level of Effort to any task (including a combat task) without spending points from a Pool. The free 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.

Secret (Level 4, Subtle) The user can ask the GM one question and get a general answer. The GM assigns a level to the question, so the more obscure the answer, the more difficult the task. Generally, knowledge that a PC could find by looking somewhere other than their current location is level 1, and obscure knowledge of the past is level 7. Gaining knowledge of the future is level 10, and such knowledge is always open to interpretation. The cypher cannot provide an answer to a question above its level.

2

LIMIT

EQUIPMENT

You have a smartphone. If another aspect of your character would grant cyberware (such as a communicator implant), you instead gain money equal to the value of that implant. Granted from Luddite.

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

ARMOR

5200 MONEY

BACKGROUND

Broker

The Broker type is a cyberpunk variant of the Speaker without the overtly supernatural abilities. Fixers, journalists, media stars, corpos, and public relations specialists are usually Brokers. You're good with words and good with people. You talk your way past challenges and out of jams, and you get people to do what you want. Brokers are smart and charismatic. They like people and, more important, they understand them. This helps brokers get others to do what needs to be done.

Luddite

You've made it this far without having any cybernetic implants—an extreme outlier in a world where they're as common as eyeglasses. You should decide the reason why you don't have any—religious objection, allergic to synthetic materials, poverty, or simply lucky (or talented) enough to never have needed them. You might be open and obvious about this, or try to keep it a secret (perhaps using scars or tattoos to make it look like you aren't a luddite).

Knows Everything

You're a know-it-all. You've always been curious, likely to be found with your nose in a book and several wiki articles pulled up on your computer. In your school days, you were probably a good student and skilled researcher. In the present, your primary hobby is gathering knowledge. You know what questions to ask and where to look for the answers.

Your mental cybernetics have improved your memory and given you nigh-unlimited access to information. You're a mental powerhouse—and eager to keep learning.

Choose how you became involved in the adventure:

- Another PC took pity on you when they realized you don't have any cybernetics. (They probably assumed you're poor or stupid, even if they don't feel that way now.)
- One of the PCs invited you, and you're not sure why, but you've decided you don't want to let them down.
- Another PC recruited you before they realized you don't even have any basic chrome.
- A chromed PC helped you overcome a bad situation; now you're trying to make it up to them.

Background Connection You have no memory of anything that happened to you before the age of 18.

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NOTES

Possible player intrusions based on your character type:

Friendly NPC

An NPC you don't know, someone you don't know that well, or someone you know but who hasn't been particularly friendly in the past chooses to help you, though doesn't necessarily explain why. Maybe they'll ask you for a favor in return afterward, depending on how much trouble they go to.

Perfect Suggestion

A follower or other already-friendly NPC suggests a course of action with regard to an urgent question, problem, or obstacle you're facing.

Unexpected Gift

An NPC hands you a physical gift you were not expecting, one that helps put the situation at ease if things seem strained, or provides you with a new insight for understanding the context of the situation if there's something you're failing to understand or grasp.

Blurt

A foe or indifferent NPC says something useful about your current situation, either directly to you or within earshot. For example, as a fight starts one of your gang member foes tells another one to go make sure their prisoner is still tied up in the basement; at a food vendor you hear two corpos talking about how the lock on their building's rear door isn't working; or while chatting with a reluctant cop they accidentally let slip about a cover-up for a murder you're investigating.

Bribe

You pay an NPC to do something for you. What you're asking for has to be something they'd be willing to do without compromising their ethics or endangering themselves. For example, you could pay a dirty cop to look the other way as you break into a building, but not to ignore you murdering someone in cold blood; you could pay a gangster to retreat from a fight or restrain one of their allies, but not to assassinate the head of their gang. The typical cost of a bribe is \$100 times the NPC's level, but might be two or three times that much if the NPC really doesn't like you or isn't particularly desperate for money. Usually a bribe is done with cash or a cashcard, but most NPCs will accept a digital transfer if you succeed on a persuasion roll.

Emergency Contact

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PORTRAIT

...SKILLS

Social interaction tasks to influence people with extensive cybernetics At best, your aversion to cyberware makes it hard for people to take you seriously; at worst, they think you're weak or a fool. Social interaction tasks to influence people with extensive cybernetics are hindered.

...SPECIAL ABILITIES

Anecdote (2 Intellect points) You can lift the spirits of a group of creatures and help them bond together by entertaining them with an uplifting or pointed anecdote. For the next hour, those who pay attention to your story are trained in a task you choose that's related to the anecdote, as long as it's not an attack or defense task. Action to initiate, one minute to complete.

Erase Memories (3 Intellect points) You reach into the mind of a creature within immediate range and make an Intellect roll. On a success, you erase up to the last five minutes of its memory. Action.

...BACKGROUND

Focus Connection Pick one other PC. In the recent past, while escaping a threat, you accidentally left that character to fend for themselves. They survived, but just barely. It is up to the player of that character to decide whether they resent you or have decided to forgive you.

...NOTES

A NPC fixer, hacker, or netrunner emails, texts, or holocalls you and offers assistance. You may or may not have ever met or spoken with this person (they might have heard that you needed help, or know you by reputation and decided to contact you out of the blue). They can provide any sort of help or information that's possible through a remote connection, but no direct physical assistance. For example, they could find information for you, assist you with a hacking task, or remotely tap into the closed-circuit cameras where you are and show you the footage, but they probably can't help you with attack or defense rolls or search through a garbage bin for clues. Depending on the extent of this help, they may ask you for a favor in return (either immediately or later, perhaps when it's inconvenient or troublesome to you) or expect you to pay it forward on your own.

Natural Fitness

You've had to rely on your own natural organic abilities instead of technological implants. You get 4 additional points to divide among your Might and Speed Pools.

Granted from Luddite

Unchromed

You have no cybernetics. If you ever do gain cybernetics (even unwillingly), you lose this descriptor and all of its characteristics. You can regain this descriptor after having all cybernetics removed and completing an appropriate character arc, as determined by the GM.