

Brinix

NAME

IS A **Skeptical**

Broker

WHO

DESCRIPTOR

TYPE

Hacks The Network

FOCUS

TYPE, FLAVOR, OR OTHER

1

TIER

1

EFFORT

XP

MIGHT

SPEED

INTELLECT

11

0

POOL

EDGE

11

0

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

Identifying You're trained in identifying.

Seeing through a trick, an illusion, a rhetorical ruse designed to evade the issue, or a lie You're trained in all actions that involve seeing through a trick, an illusion, a rhetorical ruse designed to evade the issue, or a lie. For example, you're better at keeping your eye on the cup containing the hidden ball, sensing an illusion, or realizing if someone is lying to you (but only if you specifically concentrate and use this skill).

Light firearms (Practiced) Light Firearms

Light weapons (Practiced)

Medium firearms (Practiced) Medium Firearms

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

Translation App You have adaptive learning software installed in your communicator implant. After hearing an unfamiliar human language spoken for a few minutes, the software deciphers the language and translates it for you, either directly into your ear or in your vision as holophone subtitles. If you choose, you can have the software translate what you say into this language, projecting it audibly from an implanted speaker. The software's translation improves the longer it can listen to a source language, picking up idioms and slang after a few hours. Enabler.

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.

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.

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continued...

ATTACKS

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



CYPHER
SYSTEM

CYPHERS

Remembering (Level 4, 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.

Water Adapter (Level 4, Manifest) The user can breathe underwater and operate at any depth (without facing the debilitating consequences of changing pressure) for four hours per cypher level. This cypher can also be used in the regular atmosphere, allowing the user to ignore ill effects from very low or very high atmospheric pressure. The cypher does not protect against vacuum.

2

LIMIT

EQUIPMENT

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.

Skeptical

You possess a questioning attitude regarding claims that are often taken for granted by others. You're not necessarily a "doubting Thomas" (a skeptic who refuses to believe anything without direct personal experience), but you've often benefited from questioning the statements, opinions, and received knowledge presented to you by others.

Hacks The Network

AI and the countless networks integrated into every part of life are as ubiquitous as air and, to most people, about as noticeable. Not you. From the moment you first realized that networks ran on an underlying "Ur" tongue, a code of mathematics and logical symbols, you were hooked. It wasn't your goal to learn everything you could about hacking computers so much as there was nothing else for you. As a thrown stone follows its trajectory, you learned to hack the network.

As long as you have access to a computer, hand terminal, or other connection, you accomplish your goals by working the code. You might have a few extra pockets for high-energy snacks and spare storage devices, as well.

Choose how you became involved in the adventure:

- You overheard other PCs holding forth on a topic with an opinion you were quite skeptical about, so you decided to approach the group and ask for proof.
- You were following one of the other PCs because you were suspicious of him, which brought you into the action.
- Your theory about the nonexistence of the supernatural can be invalidated only by your own senses, so you came along.
- You need money to fund your research.

Background Connection You were inducted into a secret society that claims to hold and protect esoteric knowledge opposing the forces of evil.

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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

Medium weapons (Inability)

...SPECIAL ABILITIES

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.

...BACKGROUND

Focus Connection Pick one other PC. Sometime in that character's past, they had a devastating experience while attempting something that you do as a matter of course thanks to your focus. Whether they choose to tell you about it is up to them.

...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.

Insightful

+2 to your Intellect Pool.

Granted from Skeptical