

Glaciera

NAME

IS A Luddite Tech WHO

DESCRIPTOR TYPE

Knows Everything

FOCUS

TYPE, FLAVOR, OR OTHER

1 TIER 1 EFFORT XP

MIGHT		SPEED		INTELLECT	
10	0	11	0	13	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

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).

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Light firearms (Practiced) Light Firearms

Light weapons (Practiced)

Medium firearms (Practiced) Medium Firearms

Heavy weapons (Inability)

Medium 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

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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Distortion (2 Intellect points) You modify how a willing creature within short range reflects light for one minute. The target rapidly shifts between its normal appearance and a blot of darkness. The target has an asset on Speed defense rolls until the effect wears off. Action to initiate.

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ATTACKS

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



CYPHERS

Detonation (Sonic) (Level 3, Manifest) Projects a small physical explosive up to a long distance away that explodes with terrifying sound, deafening all in an immediate radius for ten minutes per cypher level.

Speed Boost (Level 4, Subtle) Adds 1 to the user's Speed Edge for one hour (adds 2 if the cypher is level 5 or higher).

Stim (Level 1, Subtle) Eases the user's next action taken by three steps.

3
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

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.

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

Focus Connection Pick one other PC. You are pretty sure you are related in some fashion.

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

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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

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.

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.

...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.

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.