

Abyssara

NAME

IS A Furious Solo WHO

DESCRIPTOR TYPE

Weaponizes Chrome

FOCUS

TYPE, FLAVOR, OR OTHER

1 TIER 1 EFFORT XP

MIGHT		SPEED		INTELLECT	
15	0	16	1	9	0
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

Initiative You quickly respond to provocation. You are trained in initiative.

Heavy weapons (Practiced)

Light weapons (Practiced)

Medium weapons (Practiced)

Perception Sometimes your anger overrides your senses, causing you to act before you've properly assessed the situation. Perception is hindered.

Positive social interactions You find it hard to hold your anger back—it seeps through your skin even when you don't mean it to, causing others to shy away from you. Positive social interactions are hindered.

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

Integrated Weapon One light or medium melee weapon of your choice (such as a mantis blade or monowire) is built into one of your arms. The weapon is concealed until you wish to use it. Enabler.

Melee Chrome Your machine parts grant you +1 to Armor, +1 to your Might Pool, and +1 to your Speed Pool. Enabler.

Practiced In Armor You can wear armor for long periods of time without tiring and can compensate for slowed reactions from wearing armor. You reduce the Speed cost for wearing armor by 1. You start the game with a type of armor of your choice. Enabler.

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ATTACKS

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

Integrated Weapon A light speed attack doing 2 damage. A light weapon of your choice. Granted from Integrated Weapon.



CYPHERS

Curative (Level 5, Subtle) Restores a number of points equal to the cypher's level to the user's Might Pool.

Hunter/Seeker (Level 1, Manifest) With long-range movement, this intelligent missile tracks and attacks a specified target (target must be within sight when selected). If it misses, it continues to attack one additional time per cypher level until it hits. For example, a level 4 hunter/seeker will attack a maximum of five times. Roll a d100 to determine the type of attack. Rolled a 94. Shocks for 4 points of electricity damage, and stuns for one round per cypher level.

2
LIMIT

EQUIPMENT

Appropriate clothing, a communicator implant, and \$5,700. Granted from Starting Equipment.
Armor of your choice. Granted from Practiced In Armor.

2
ARMOR

5700 MONEY

BACKGROUND

Solo

The Solo type is a cyberpunk variant of the Warrior. Mercenaries, soldiers, security guards, assassins, brawlers, and police officers are usually Solos. You're a good ally to have in a fight. You know how to use weapons and defend yourself. Warriors are physical, action-oriented people. They're more likely to overcome a challenge using force than by other means, and they often take the most straightforward path toward their goals.

Furious

You always feel like you're a hair's breadth away from giving in to an unthinking rage. You may have a mild case of SHITS, or suffer an illness or injury that makes you prone to violent outbursts. You might do your best to hide it or control it, or perhaps you have given up trying to tame it and you let it run wild. Either way, it seems to cause you—and those around you—grief more often than not.

Weaponizes Chrome

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 specialized for melee combat. You almost certainly have metal plating 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 are trying to get a handle on your anger, and you're hoping that being with the other PCs will help you do so.
- You let your anger get the best of you recently, and now you're running from the fallout.
- You believe that this adventure will provide you with a way to channel your ire, allowing you to use it for good.
- After seeing you fight, one of the other PCs invited you to join.

Background Connection You trained in an isolated gang. The gang think of you as a brother, but you're a stranger to all others.

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:

Perfect Setup

You're fighting at least three foes and each one is standing in exactly the right spot for you to use a move you trained in long ago, allowing you to attack all three as a single action. Make a separate attack roll for each foe. You remain limited by the amount of Effort you can apply on one action.

Old Friend

A comrade in arms from your past shows up unexpectedly and provides aid in whatever you're doing. They are on a mission of their own and can't stay longer than it takes to help out, chat for a while after, and perhaps share a quick meal.

Weapon Break

Your foe's weapon has a weak spot. In the course of the combat, it quickly becomes damaged and moves two steps down the object damage track.

Catastrophic Failure

Your attack triggers an unusual failure in the foe's cyberware, such as overheating an implant, releasing a burst of electricity, spraying a gout of cybernetic lubricant, or spasming their trigger finger. Two foes (either the initial foe and one other, or two foes other than the initial one) take damage equal to the foe's level; you and the GM should work together to decide what kind of damage is appropriate to the device failure (fire, electricity, poison, bullet, and so on).

Chrome Break

One of your foe's cybernetics has a weak spot. In the course of the combat, the device quickly becomes damaged and moves two steps down the object damage track.

Street Cred

A foe or bystander knows you personally or by your reputation. If you talk with them for at least a round and don't attack them, they'll stop what they're doing, listen to you, and provide some kind of help. Depending on the circumstances, they might offer you some useful information, give you a cypher or weapon, convince their allies to stop fighting, or join your team for a bit before leaving.

Relentless

+2 to your Might Pool and +2 to your Speed Pool.
Granted from Furious

PORTRAIT

...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.

Bash (1 Might point) This is a pummeling melee attack. Your attack inflicts 1 less point of damage than normal, but dazes your target for one round, during which time all tasks it performs are hindered. Action.

Swipe (1 Speed point) This is a quick, agile melee attack. Your attack inflicts 1 less point of damage than normal but dazes your target for one round, during which time all tasks it performs are hindered. Action.

Time For Violence If you don't like the result of your die roll, you can reroll it as if you had spent 1 XP. Regardless of success or failure, using this ability triggers a SHITS GM intrusion as if you had rolled a 1. You can do this once, but the ability is renewed each time you make a ten-hour recovery roll.