

# Velara

NAME

IS A Virtuous

Hotshot

WHO

DESCRIPTOR

TYPE

Explores Cyberspace

FOCUS

TYPE, FLAVOR, OR OTHER

1

TIER

1

EFFORT

XP

MIGHT

SPEED

INTELLECT

14

1

10

0

12

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

**Discerning people's true motives or seeing through lies** You are trained in discerning people's true motives or seeing through lies.

**Intellect defense tasks** Your adherence to a strict moral code has hardened your mind against fear, doubt, and outside influence. You are trained in Intellect defense tasks.

**Light firearms (Practiced)** Light Firearms

**Light weapons (Practiced)**

**Medium firearms (Practiced)** Medium Firearms

**Medium weapons (Practiced)**

**Heavy weapons (Inability)**

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

**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.

**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.

**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.

**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.

**Hacker (2 Intellect points)** You gain quick access to a desired bit of information in a computer or similar device, or you access one of its primary functions. Action.

*continued...*

ATTACKS

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



CYPHER  
SYSTEM

CYPHERS

**Death Bringer (Level 4, Manifest)** For the next minute, when the user strikes an NPC or creature of the cypher level or lower, they can choose to make a second attack roll. If the second attack roll is a success, the target is killed. If the target is a PC, the character instead moves down one step on the damage track.

**Remote Viewer (Level 2, Manifest)** For one hour per cypher level, the user can see everything going on in the vicinity of the cypher, regardless of the distance between them.

2

LIMIT

EQUIPMENT

Appropriate clothing, a communicator implant, and \$5,300. Granted from Starting Equipment.  
Armor of your choice. Granted from Practiced In Armor.

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.

### Virtuous

Doing the right thing is a way of life. You live by a code, and that code is something you attend to every day. Whenever you slip, you reproach yourself for your weakness and then get right back on track. Your code probably includes moderation, respect for others, cleanliness, and other characteristics that most people would agree are virtues, while you eschew their opposites: sloth, greed, gluttony, and so on.

### Explores Cyberspace

You've always been fascinated by cyberspace, its architecture, and the wealth of data it contains. You may have started out as a hacker, programmer, or data administrator, but viewing the internet on a screen was never enough for you. You're driven by the urge to transcend your body, to enter a complete simulation of that nonsensical nonspace. You're a netrunner, hooked on the thrill of jacking into the matrix, where you interact with physical manifestations of AI, software, and viruses.

You might enter the matrix for legitimate reasons, such as for your job or education—or maybe you make a point of going where you're not welcome, stealing and selling proprietary data. With access to a computer or terminal, you plug yourself in and you're off to the races.

### Choose how you became involved in the adventure:

- The PCs are doing something virtuous, and you're all about that.
- The PCs are on the road to perdition, and you see it as your task to set them on the proper moral route.
- One of the other PCs invited you, hearing of your virtuous ways.
- You put virtue before sense and defended someone's honor in the face of an organization or power far greater than you. You joined the PCs because they offered aid and friendship when, out of fear of reprisals, no one else would.

*continued...*

## 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.

### Dauntless

+2 to your Might Pool.

*continued...*

## 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.

---

### ...BACKGROUND

**Background Connection** You were kidnapped as a small child under mysterious circumstances, although you were recovered safely. The case still has some notoriety.

**Focus Connection** Pick one other PC. You recently had a possession go missing, and you're becoming convinced that they took it. Whether or not they did is up to them.

---

### ...NOTES

*Granted from Virtuous*