

Veyline

NAME

IS A Guarded Tech WHO

DESCRIPTOR TYPE

Has A Custom Drone

FOCUS

TYPE, FLAVOR, OR OTHER

1 TIER 1 EFFORT XP

MIGHT		SPEED		INTELLECT	
9	0	10	0	17	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

Discerning the truth, piercing disguises, and recognizing falsehoods and other deceptions You are trained in all tasks involving discerning the truth, piercing disguises, and recognizing falsehoods and other deceptions.

Intellect defense tasks You are trained in all Intellect defense tasks.

Light firearms (Practiced) Light Firearms

Light weapons (Practiced)

Medium firearms (Practiced) Medium Firearms

Deception or persuasion Your suspicious nature makes you unlikeable. Any task involving deception or persuasion is hindered.

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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

Drone Buddy A robot drone (level 2; flies a short distance each round) about the size of a small dog (built by you) accompanies you and follows your instructions. When within long range, you can wirelessly communicate with and control the drone and it can transmit what it sees and hears to you. You and the GM must work out the physical details of your drone. You'll probably make rolls for it when it takes actions. A drone in combat usually doesn't make separate attacks but helps with yours. On your action, if the drone is next to you, it serves as an asset for one attack you make on your turn. If the drone is destroyed, you can repair the original with a few days' worth of tinkering, or build a new one with a week's worth of half-time labor. Enabler.

Robot Builder You are trained in tasks related to building and repairing robots. For the purposes of repair, you can use this skill to heal robots and repair cybernetics that use similar technology. Enabler.

Optical Hack (1+ Intellect point) You reboot the technological optical sensors of a target within short range (such as a robot, surveillance camera, or person with cybernetic optics). If your Intellect-based attack against them succeeds, the target is blinded for one round. In addition to the normal options for using Effort, you can choose to use Effort to increase the range (long for one level of Effort, very long for two, or 1,000 feet [300 m] for three). 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.

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ATTACKS

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



CYPHERS

Armor Reinforcer (Level 6, Manifest) The user's Armor gains an enhancement for twenty-four hours. Roll a d6 to determine the result. Rolled a 1. +1 to Armor.

Detonation (Flash) (Level 8, Manifest) Projects a small physical explosive up to a long distance away that bursts in an immediate radius, blinding all within it for one minute (ten minutes if the cypher is level 4 or higher).

Nullification Ray (Level 8, Manifest) The user can immediately end one ongoing effect within long range that is produced by an artifact, cypher, or special ability.

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LIMIT

EQUIPMENT

Drone spare parts, drone tool kit. Granted from Has A Custom Drone.

A robot drone about the size of a small dog (built by you). Granted from Drone Buddy.

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.

Guarded

You conceal your true nature behind a mask and are loath to let anyone see who you really are. Protecting yourself, physically and emotionally, is what you care about most, and you prefer to keep everyone else at a safe distance. You may be suspicious of everyone you meet, expecting the worst from people so you won't be surprised when they prove you right. Or you might just be a bit reserved, careful about letting people through your gruff exterior to the person you really are.

No one can be as reserved as you are and make many friends. Most likely, you have an abrasive personality and tend to be pessimistic in your outlook. You probably nurse an old hurt and find that the only way you can cope is to keep it and your personality locked down.

Has A Custom Drone

You're a genius with drones—building them, controlling them, and repairing them. You've created a unique drone with a limited artificial intelligence; it follows your commands like it's an extension of your thoughts. As you advance, you learn and discover new ways to update your drone and give it additional abilities, and how to control multiple drones at once. You may think of your drone as a tool, pet, or sidekick; it sees you as a best friend or beloved parent.

Choose how you became involved in the adventure:

- One of the PCs managed to overcome your defenses and befriend you.
- You want to see what the PCs are up to, so you accompany them to catch them in the act of some wrongdoing.
- You have made a few enemies and take up with the PCs for protection.
- The PCs are the only people who will put up with you.

Background Connection You served as an apprentice for an Adept respected and feared by many people. Now you bear their mark.

Focus Connection Pick one other PC. In the recent past, while practicing, you accidentally hit them with an attack, wounding them badly. It is up to them to decide whether they resent or forgive you.

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

Heavy weapons (Inability)

Medium weapons (Inability)

...SPECIAL ABILITIES

Scramble Machine (2 Intellect points) You render one machine within short range unable to function for one round. Alternatively, you can hinder any action by the machine (or by someone attempting to use the machine) for one minute. Action.

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.

...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.

Suspicious

+2 to your Intellect Pool.

Granted from Guarded