

NAME	WHO
IS A	
Corpo	Broker
DESCRIPTOR	TYPE
Explores Cyberspace	
FOCUS	
TYPE, FLAVOR, OR OTHER	

MIGHT		SPEED		INTELLECT	
9	0	13	0	14	1
POOL	EDGE	POOL	EDGE	POOL	EDGE

RECOVERY ROLLS d6+1

- ☐ 1 ACTION ☐ 1 HOUR
☐ 10 MINS ☐ 10 HOURS

DAMAGE TRACK

- | IMPAIRED | DEBILITATED |
|--|-------------------------------------|
| +1 Effort per level | Can move only an immediate distance |
| Ignore minor and major effect results on rolls | Cannot move if Speed Pool is 0 |
| Combat roll of 17-20 deals only +1 damage | |

SKILLS

Business acumen You know how megacorporations work. You're trained in bureaucracy and corporate business.

Cold eyes You can be ruthless when it suits you. You're trained in intimidation.

Fake smile You can turn on the charm in order to get what you want. You're trained in positive social interactions.

Office politics You're aware of how others can manipulate and charm people, and you notice when those tactics are used on you. You are trained in resisting persuasion and seduction.

Light firearms (Practiced) Light Firearms

Light weapons (Practiced)

Medium firearms (Practiced) Medium Firearms
continued...

ADVANCEMENT

- | INCREASE CAPABILITIES | MOVE TOWARD PERFECTION | EXTRA EFFORT | SKILL TRAINING | OTHER |
|---------------------------|-------------------------------|----------------|---|--|
| +4 points into stat Pools | +1 to the Edge of your choice | +1 into Effort | Train in a skill or specialize in a trained skill | Refer to the <i>Cypher System Rulebook</i> |

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.

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.

Fast Talk (1 Intellect point) When speaking with an intelligent creature who can understand you and isn't hostile, you convince that creature to take one reasonable action in the next round. A reasonable action must be agreed upon by the GM; it should not put the creature or its allies in obvious danger or be wildly out of character. **Action.**

Understanding (1 Intellect point) You observe or study a creature or object. Your next interaction with that creature or object gains one asset. Action.

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ATTACKS

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



CYPHERS

Remote Viewer (Level 3, 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.

Solvent (Level 5, Manifest) Dissolves 1 cubic foot of material each round. After one round per cypher level, the cypher becomes inert.

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LIMIT

EQUIPMENT

Appropriate clothing, a communicator implant, and \$5,200.
Granted from Starting Equipment.

ARMOR

5450 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.

Corpo

You have (or had) a successful career working for a megacorporation, climbing your way up through the ranks. You've kissed ass and backstabbed as much as you needed to in order to survive the capitalist rat race. You're smart, manipulative, and observant. Maybe you're still employed there, with a "safe" promotion that's giving you some time to take a breather before your next goal. Maybe you were fired for cause, or cut loose to improve the corporation's end-of-quarter profit. You might be a loyalist looking to get back in, or vengeful and ready to see what other opportunities avail you.

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 nspace. 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:

- You charmed or intimidated another PC into bringing you along.
- The PCs knew that someone with megacorporation knowledge and connections would be helpful, and chose you.
- One of the PCs owed you a favor, and this is how you've decided they're repaying it.
- You suspect that assisting the other PCs might give you a long-term advantage toward your goals or against your enemies.

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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

Heavy weapons (Inability)

Medium weapons (Inability)

Might defense tasks Life in a climate-controlled corporate office has made you a little soft. Might defense tasks 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.

Anecdote (2 Intellect points) You can lift the spirits of a group of creatures and help them bond together by entertaining them with an uplifting or pointed anecdote. For the next hour, those who pay attention to your story are trained in a task you choose that's related to the anecdote, as long as it's not an attack or defense task. Action to initiate, one minute to complete.

Self Serving You're always looking out for number one—yourself. When you help another character, they gain no benefit from your help unless you are trained or specialized in that task.

...BACKGROUND

Background Connection You have traveled extensively, and during that time you accumulated quite a collection of strange souvenirs.

Focus Connection Pick one other PC. Something about them interferes with your abilities. When they stand next to you, your focus abilities cost 1 additional point.

...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.

Team Player

+2 to your Intellect Pool.

Granted from Corpo

Your job has allowed you to build a comfortable buffer in your savings account. Your starting money is increased by \$250.

Granted from Corpo