

# Marivox

NAME

IS A  Addicted  Tech  WHO

DESCRIPTOR  TYPE

Has Eyes Everywhere

FOCUS

TYPE, FLAVOR, OR OTHER

1 TIER 1 EFFORT XP

MIGHT		SPEED		INTELLECT	
10	0	10	0	14	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

**Unusual skills** You become trained in your choice of two of the following skills: biology, chemistry, climbing, identifying, pickpocketing, running, seduction, sensing motive, or sneaking.

**Light firearms (Practiced)** Light Firearms

**Light weapons (Practiced)**

**Medium firearms (Practiced)** Medium Firearms

**Heavy weapons (Inability)**

**Medium weapons (Inability)**

**Might and intellect tasks to resist addiction, drugs, and chemical attacks** Chemicals of any kind are hard for you to resist. Might and Intellect tasks to resist addiction, drugs, and chemical attacks 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

**Interaction Skills** You are trained in two skills in which you are not already trained. Choose two of the following: deceiving, persuading, public speaking, seeing through deception, or intimidation. You can select this ability multiple times. Each time you select it, you must choose two different skills. Enabler.

**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.

**Stealth Skills** You are trained in your choice of two of the following skills: disguise, deception, lockpicking, pickpocketing, seeing through deception, sleight of hand, or stealth. You can choose this ability multiple times, but you must select different skills each time. 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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**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.



## CYPHERS

**Darksight (Level 3, Subtle)** Grants the ability to see in the dark for five hours per cypher level. (For a more realistic game, this cypher could instead make the user specialized in low-light spotting.)

**Detonation (Pressure) (Level 4, Manifest)** Projects a small physical explosive up to a long distance away that explodes in an immediate radius, inflicting impact damage equal to the cypher's level. Also moves unattended objects out of the area if they weigh less than 20 pounds (9 kg) 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).

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LIMIT

## EQUIPMENT

You have two doses of one of the following drugs: Calcichloride®, Clickbait®, crunch, Pixel®, or rampage. Granted from Addicted. 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.

### Addicted

You are addicted to a drug, probably something illegal, expensive, or both. You are usually in control enough to be a functional adult, holding down a job and maintaining some personal relationships, but the hunger is always there, threatening to fuck up your life. You have a unique insight about crime, or at least how to interface with the criminal world so you can get your next score. You know you have your addiction under control—your drug of choice helps you cope with your illness, or the crapsack world you live in. Or you're looking for help. Or you need to hit rock bottom before you realize how serious your problem is. Or maybe you're too stubborn to realize this'll kill you sooner rather than later. People who know about your addiction might pity you, want to save you, or dismiss you as a junkie.

### Has Eyes Everywhere

Let's be honest: you live in a surveillance state. Security cameras on every corner, smartphones that track the user's activity, cybernetics that track the wearer's movements. It's nearly impossible to avoid being tracked, but you've made the most of it. You hack into these surveillance networks and use your unauthorized access to monitor your environment.

It's up to you what you do with this access. You may serve as a lookout for criminal associates, work dispatch for local vigilantes, or just keep an eye on the neighborhood. You likely have multiple phones and computers, alternating between them to obfuscate your activities.

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

- You think one of the PCs is or knows a cheap source for your drug of choice.
- You sobered up to discover that you had agreed to work with the other PCs.
- Another PC saved your life (perhaps from an overdose or a hostile encounter with a dealer), and now you're trying to repay them.
- One PC has been your friend since before you became an addict, and you want to keep them around.

**Background Connection** You failed disgracefully at your initial formal studies and now proceed on your own.

*continued...*

## 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

*continued...*

## PORTRAIT

### ...SPECIAL ABILITIES

**All For Me** When the GM gives you 2 XP for a GM intrusion, you keep both instead of giving one to another player. You can use this once, and it renews each time you make a ten-hour recovery roll.

### ...BACKGROUND

**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

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.

#### **Addiction**

You are addicted to one drug from the list on page 61.  
*Granted from Addicted*

#### **Survivor**

You get 2 additional points to divide among your Might and Speed Pools.  
*Granted from Addicted*