

Nautex

NAME

IS A Jovial Broker WHO

DESCRIPTOR

TYPE

Weaponizes Chrome

FOCUS

TYPE, FLAVOR, OR OTHER

1

TIER

1

EFFORT

XP

MIGHT

SPEED

INTELLECT

13

0

POOL

EDGE

11

0

POOL

EDGE

14

1

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

Pleasant social interaction You're convivial and set most people at ease with your attitude. You are trained in all tasks related to pleasant social interaction.

Solving puzzles and riddles You have an advantage in figuring out the punch lines of jokes you've never heard before. You are trained in all tasks related to solving puzzles and riddles.

Light firearms (Practiced) Light Firearms

Light weapons (Practiced)

Medium firearms (Practiced) Medium Firearms

Heavy weapons (Inability)

Medium 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

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

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.

Tech Skills You are trained in two skills in which you are not already trained. Choose two of the following: crafting, computers, identifying, machines, piloting, repairing, or vehicle driving. You can select this ability multiple times. Each time you select it, you must choose two different skills. 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.

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

ATTACKS

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



CYPHERS

Curative (Level 3, Subtle) Restores a number of points equal to the cypher's level to the user's Might Pool.

Detonation (Pressure) (Level 8, 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.

2

LIMIT

EQUIPMENT

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

1

ARMOR

5200

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.

Jovial

You're cheerful, friendly, and outgoing. You put others at ease with a big smile and a joke, possibly one at your own expense, though lightly ribbing your companions who can take it is also one of your favorite pastimes. Sometimes people say you never take anything seriously. That's not true, of course, but you have learned that to dwell on the bad too long quickly robs the world of joy. You've always got a new joke in your back pocket because you collect them like some people collect bottles of wine.

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 solved a riddle before realizing that answering it would launch you into the adventure.
- The other PCs thought you'd bring some much-needed levity to the team.
- You decided that all fun and no work was not the best way to get through life, so you joined up with the PCs.
- It was either go with the PCs or face up to a circumstance that was anything but jovial.

Background Connection Your neighbors were murdered, and the mystery remains unsolved.

Focus Connection Pick one other PC. You are always trying to impress that character with your skill, wit, appearance, or bravado. Perhaps they are a rival, perhaps you need their respect, or perhaps you're romantically interested in them.

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

continued...

PORTRAIT

...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.

Witty

+2 to your Intellect Pool.

Granted from Jovial