

Sonatra

NAME

IS A Solo WHO

DESCRIPTOR TYPE

Embeds Stealthtech

FOCUS

TYPE, FLAVOR, OR OTHER

1 TIER 1 EFFORT XP

MIGHT		SPEED		INTELLECT	
14	1	12	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

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.

Heavy weapons (Practiced)

Light weapons (Practiced)

Medium weapons (Practiced)
continued...

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

Combat Prowess You add +1 damage to one type of weapon attack of your choice: melee weapon attacks or ranged weapon attacks. Enabler.

Fast Chrome Your machine parts grant you +1 to Armor and +2 to your Speed Pool. 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.

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.

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.

Swipe (1 Speed point) This is a quick, agile 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.
continued...

ATTACKS

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



CYPHERS

Gas Bomb (Level 6, Manifest) Thrown a short distance, this bursts in a poisonous cloud within an immediate area. The cloud lingers for 1d6 rounds unless conditions dictate otherwise. Roll a d100 to determine the effect. Rolled a 78. Mind-numbing gas: living creatures that breathe suffer Intellect damage equal to the cypher's level.

Spy (Level 7, Manifest) Produces a tiny spying object that resists detection as a level 8 creature. The object moves at great speed, mapping and scanning an unknown area. It moves 500 feet (150 m) per level, scanning an area up to 50 feet (15 m) away from it. It identifies basic layout, creatures, and major energy sources. Its movement is blocked by any physical or energy barrier. At the end of its mapping run, it returns to the user and reports. If it discovers a predefined target during its run (such as "a creature of level 5 or higher," "a locked door," "a major energy source," and so on), it detonates instead, dealing damage equal to the cypher's level (half electrical damage, half shrapnel damage) to all creatures and objects in short range.

2
LIMIT

EQUIPMENT

Appropriate clothing, a communicator implant, and \$5,700. Granted from Starting Equipment.

1

ARMOR

5950 MONEY

BACKGROUND

Solo

The Solo type is a cyberpunk variant of the Warrior. Mercenaries, soldiers, security guards, assassins, brawlers, and police officers are usually Solos. You're a good ally to have in a fight. You know how to use weapons and defend yourself. Warriors are physical, action-oriented people. They're more likely to overcome a challenge using force than by other means, and they often take the most straightforward path toward their goals.

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.

Embeds Stealthtech

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 meant for stealth and infiltration. You almost certainly have synthetic materials 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 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.

Background Connection You were conscripted into military service, but you deserted before long.

Focus Connection Pick one other PC. Their occasional clumsiness and loud behavior irritate you.

NOTES

Possible player intrusions based on your character type:

Perfect Setup

You're fighting at least three foes and each one is standing in exactly the right spot for you to use a move you trained in long ago, allowing you to attack all three as a single action. Make a separate attack roll for each foe. You remain limited by the amount of Effort you can apply on one action.

Old Friend

A comrade in arms from your past shows up unexpectedly and provides aid in whatever you're doing. They are on a mission of their own and can't stay longer than it takes to help out, chat for a while after, and perhaps share a quick meal.

Weapon Break

Your foe's weapon has a weak spot. In the course of the combat, it quickly becomes damaged and moves two steps down the object damage track.

Catastrophic Failure

Your attack triggers an unusual failure in the foe's cyberware, such as overheating an implant, releasing a burst of electricity, spraying a gout of cybernetic lubricant, or spasming their trigger finger. Two foes (either the initial foe and one other, or two foes other than the initial one) take damage equal to the foe's level; you and the GM should work together to decide what kind of damage is appropriate to the device failure (fire, electricity, poison, bullet, and so on).

Chrome Break

One of your foe's cybernetics has a weak spot. In the course of the combat, the device quickly becomes damaged and moves two steps down the object damage track.

Street Cred

A foe or bystander knows you personally or by your reputation. If you talk with them for at least a round and don't attack them, they'll stop what they're doing, listen to you, and provide some kind of help. Depending on the circumstances, they might offer you some useful information, give you a cypher or weapon, convince their allies to stop fighting, or join your team for a bit before leaving.

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

PORTRAIT

...SKILLS

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

...SPECIAL ABILITIES

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.