

NAME

NOTICE THINK

REACT WITHSTAND

REACTIONS

I'M A

(PERSONALITY)

(ARCHETYPE)

WHO

(QUIRKS)

TRAUMA THREE TRAUMA REQUIRES YOU TO SACRIFICE

ADRENALINE SPEND ADRENALINE TO REROLL AND ADD A BONUS DIE

APPEARANCE

I LOOK LIKE:

I'M USUALLY WEARING:

I'M ALWAYS CARRYING:

SPECIES  Amoeboid,  Avia-Ra,  Elf,  Nautilid,  Human,  Orc,  Skathári,  Vect,  Wrothian,

GEAR

WEAPONS. You use Improvised Weapons. When you can't hide behind a keyboard, what do you reach for? Choose one:

- Flashlight. (use *Improvise*)
- Hammer. (use *Force*)
- Guitar. (use *Improvise*)
- Screwdriver. (use *Aim*)
- Wrench. (use *Force*)

HISTORY

REALLY I'M MORE OF A... What type of hacker are you? Choose one:

- BLACK HAT.** It's all about the money.
- WHITE HAT.** Technically, it's "cybersecurity."
- GREY HAT.** Just snooping around.
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GHOST IN THE MACHINE.

You have advantage on Sneak rolls to covertly interact with technology.

I'M IN. Gain +2 to a Hack roll. These dice can exceed the maximum of five. (1/Session)

MY SETUP. You perform on-the-go hacks using a Datapad, but for tough jobs, you turn to a custom terminal. What's it like? Choose one:

- PROFESSIONAL.** Sleek lines and minimalist designs.
- RAMSHACKLE.** Held together by hopes and prayers.
- UNASSUMING.** Overclocked tech disguised as everyday hardware.
- PERSONALIZED.** Matching colors and custom keycaps.
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# BLOOD ON THE LENS HACKER

You're a wizard of code and keystrokes. You might be an amateur hacker, an incorrigible tinkerer, or a career criminal. The digital world bends to your will, but can you handle threats beyond the reach of your keyboard?

MOTIVE

FEAR

NOTES

PRONOUNS: /

ACTION

Unauthorized access.

NEW ACTION: HACK

Typical Effects:

- Open or close a locked door
- Disable security cameras
- Gain access to a datapad or terminal

Big Effects (When you roll two or more 5s or 6s):

- Reprogram a construct to follow your commands
- Gain control of an entire ship or facility
- Completely destroy a machine

Glitch (The Director chooses one of the following on a Failure):

- Someone detects your intrusion.
- The target crashes and can't be used until the end of the scene.
- The target short-circuits. Suffer 1 Trauma.

OVERCLOCK. You can take the Hack action to improve your allies' weapons. On a Success, they gain +1 dice on Weapon rolls until the end of the scene.

FIREWALL. When you roll a Success on a Hack roll, you can turn it into a Twist Success instead. (1/Session)

GOOGOL IT. Gain +1 to a Think roll. (1/Session)

ACTIONS

AIM

CONVINCE

FORCE

IMPROVISE

INVESTIGATE

RUSH

SNEAK

HACK

## CREATING A HACKER

Choose a Personality. Sum up your personality in a word or two.

Pick a Quirk. Come up with something unique, funny, or special about yourself.

Choose your Motive. Your motive is the thing you want or believe in most. This is what drives you on a fundamental level. You have Advantage when acting in furtherance of your motive.

Choose your Fear. Fears stand in the way of accomplishing your motive. These might be simple phobias or abstract ideas, like not knowing where you fit in. The GM can force you to act in accordance with your fear, even when you don't want to.

Actions and Reactions. Gain +1 to any three Actions or Reactions of your choice.

Everything Else. Fill out every box that doesn't have a star for higher levels.

## LEVELING UP

Level: ●●●●●●●●

At the start of each episode, the GM gives you two Beats—secret narrative goals written on cards. If you can achieve one of these Beats, reveal that card to the other players and, at the end of the episode, you gain a level.

When you gain a level, fill in that level's dots; this unlocks new Actions and traits.

IMPROVEMENT. Gain +1 to two different Actions or Reactions of your choice.

