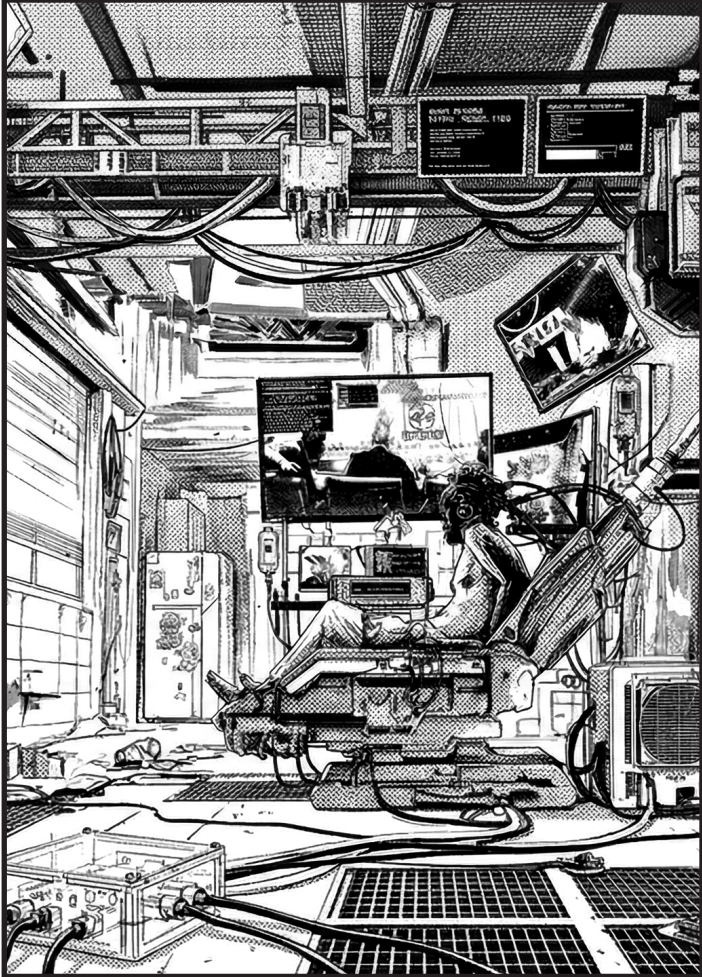


ARCHETYPES



FOR NIGHT CITY

Archetypes for Shadow of the Beanstalk are pretty specific to the setting, and not that interesting mechanically. Other supplements have better races/archetypes for their games.

Like the fan-made supplement for Mass Effect, or the official one for Twilight Imperium. Anyway, because Cyberpunk: Night City doesn't really have races, I'm gonna take a different approach.



SCAN ME



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THE GONK

A random person in the city, a nameless Gonk pushed into unusual circumstances by the ruthless nature of Night City. You know how it is: corrupt cops, murderous gangs, crazy cultists, greedy corpos, and a whole sea of leeches, scavengers, and opportunists just waiting to crack you over the head and rob you blind... if you're lucky.

But you rose above it. You had that spark. Once that survivalist fire inside you ignited, you decided you weren't going down without a fight. Hell, maybe you even want the big fireworks on the way out.

The city gave you the endurance of an alley cat. Tough, scrappy, and hard to put down. More than that, you picked up their adaptability too. No matter what twisted situation Night City throws at you, you always seem to find a way to wiggle through and come out the other side still breathing.



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 xp
- **Starting Skills:** A Gonk starts with one rank in each of two non-career skills. They obtain this rank before spending experience points, and they may not increase either of those skills above rank 2 during character creation.
- **Alley Endurance:** When a Gonk makes a check to heal strain at the end of an encounter, they heal 1 additional strain.
- **Adaptable:** Once per session when your character makes a skill check, you may spend a Story Point to use any skill with the check (the check still uses the original characteristic).

2

BRAWN

2

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

2

PRESENCE

THE WARRIOR

The one who solves problems with violence when everything else fails. Whether you're a cold-blooded Solo who gets paid to make people disappear, a Ganger with a penchant for violence, or a Nomad who fights tooth and nail for your pack, you've turned combat into a way of life.

You didn't wake up one day and decide to be dangerous. Life made you this way. Maybe you grew up dodging bullets in the combat zones, maybe you lost everything and had to learn how to kill just to see another sunrise. Either way, you got good at it. Real good. You know how to read a situation, spot the threat, and put someone down before they even realize they're in trouble.

Now you've got the killer instinct. Fast hands, sharp eyes, and that calm that only comes from staring death in the face more times than you can count. When the shit hits the fan, people look to you. Because they all know you're the one who walks away breathing.



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 9 + Willpower
- **Starting Experience:** 170 xp
- **Starting Skills:** A Warrior begins the game with two ranks in Discipline and one rank in a combat skill of your choice. They obtain these ranks before spending experience points, and these skills may not be increased above rank 2 during character creation.
- **Finisher:** Once per session, when a Warrior inflicts a Critical Injury, you may spend one Story Point to roll two separate results and choose which result to apply.

1

BRAWN

3

AGILITY

1

INTELLECT

1

CUNNING

1

WILLPOWER

1

PRESENCE

THE AUTHORITY

You don't need to pull a gun to get what you want. Whether you're a sharp-suited Corpo climbing the corporate ladder, a Lawman who makes people think twice with just a stare, or a Celebrity whose mere presence can make a whole room go quiet, you've learned that real power comes from influence.

It always felt natural to learn how to read people, how to speak the right words at the right time, and how to make others believe you're the one in charge. Be it that you were born into it or you clawed your way up through deals and manipulation, your presence just became a new kind of weapon.

Once you've got that presence, people listen when you talk. You don't always need to fight. Sometimes all it takes is the right look, the right words, and the weight of your name behind them.



- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 180 xp
- **Starting Skills:** An Authority starts with one rank in Leadership. They obtain this rank before spending experience points, and they may not increase Leadership above rank 2 during character creation.
- **Charisma:** Once per session when your character is targeted by a skill check (this includes combat checks and social skill checks), you may spend a Story Point to add $\times\times\times$ to the results.

1

BRAWN

1

AGILITY

1

INTELLECT

1

CUNNING

3

WILLPOWER

1

PRESENCE

THE FACE

Whether you're a Media digging for the truth (or the juiciest story), a Rocker who can make a crowd scream your name, or a Fixer who knows everyone worth knowing, you've turned conversation into a weapon. You don't need to threaten people. You just know exactly what to say, how to say it, and when to say it.

Growing up on the streets taught you how to talk your way out of trouble. Maybe you spent years working crowds and reading rooms, or maybe you just had a natural gift for making people trust you. Either way, you figured out that most problems can be solved with the right words at the right time.

You can talk your way into places most people can't even get near, and more importantly, you know how to have the last word. The kind that shuts someone up mid-sentence and finishes the deal before they even realize what happened.



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 11 + Willpower
- **Starting Experience:** 160 xp
- **Starting Skills:** A Face starts with one rank in Negotiation. They obtain this rank before spending experience points, and they may not increase Negotiation above rank 2 during character creation.
- **Sharp tongue:** Once per session when your character is targeted by a social skill check and is dealt strain, you may spend a Story Point as an out-of-turn incidental to reduce the strain suffered by their Cunning rating and inflict strain on the character who targeted them equal to their Cunning rating.

1

BRAWN

1

AGILITY

1

INTELLECT

2

CUNNING

1

WILLPOWER

3

PRESENCE

THE GEARHEAD

Machines always felt more interesting than people to you. While others chase power, fame, or violence, you've always found peace in the hum of engines, the click of circuits, and the challenge of making broken things work again.

This life just made sense to you. Maybe you grew up tinkering with whatever scrap you could find, maybe you spent years in the underbelly fixing the things the rich and powerful rely on but never thank you for. Either way, you learned that machines don't lie, don't betray you, and don't ask stupid questions.

Now you've become something essential. You can fix what others say is impossible. You can make a piece of junk run like new, or turn a pile of scrap into something that keeps people alive. While the city burns and everyone else is busy killing each other, you're the quiet one in the back making sure the whole damn thing doesn't fall apart.



- **Wound Threshold:** 8 + Brawn
- **Strain Threshold:** 9 + Willpower
- **Starting Experience:** 190 xp
- **Starting Skills:** A Gearhead starts with one rank in Mechanics. They obtain this rank before spending experience points, and they may not increase Mechanics above rank 2 during character creation.
- **Resourceful:** Once per session, you may spend a Story Point to have your character repair one item they are engaged with as an incidental (fixing all damage and restoring it to full functionality) or have your character inflict major damage on one item they are engaged with as an incidental.

1

BRAWN

1

AGILITY

3

INTELLECT

1

CUNNING

1

WILLPOWER

1

PRESENCE