DUALINK

Cyberpunk Lifepaths

Background



Cyberpunk Edition

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Three backgrounds: Street Kid, Corpo, Nomad

Street Kid

You grew up in the alleys between neon and concrete, where a favor owed is worth more than the eddies in your pocket. The gangs knew your name before the cops did, and every fixer in the district remembers the kid who never ratted. You learned early that the street gives nothing for free, and that loyalty is the only currency that never loses value.

Skill Proficiencies: Insight, Sleight of Hand

Tool Proficiencies: Thieves' tools, one type of gaming set

Equipment: A small knife, a set of common clothes in your old crew's colors, a token from your first job, and a belt pouch containing 10 gp

Feature: Street Cred

You know how the street works, and the street knows you. In any city, you can find a fixer within a day: someone who brokers jobs, moves stolen goods, and knows which ripperdoc won't ask questions. A fixer will hear you out and can point you toward paying work, a fence, or a place to lie low, but won't take risks on your behalf until you've earned their trust.

Suggested Characteristics

d8 Personality Trait

1. I check every room for exits before I sit down.

2. I talk my way out of trouble first and punch my way out second.

3. Every stranger gets a nickname,

whether they like it or not.
4. I never forget a favor, and I never let anyone forget one they owe me.
5. I eat like someone's about to take the plate away.
6. I trust actions, not promises. Words are cheap on the street.
7. I've got a story for every scar, and half of them are true.
8. I act tough around strangers and soft around kids from the block.

d6 Ideal

1. Loyalty. You don't sell out your own, no matter the price. (Any)
2. Freedom. Nobody owns me: not a gang, not a corp, not the law. (Chaotic)
3. Respect. A name on the street is worth more than any bank account. (Neutral)
4. Community. The block took care of me, so I'll take care of the block. (Good)
5. Ambition. I'm getting out of these streets, whatever it takes. (Evil)
6. Legend. I want them to say my name in the bars long after I'm gone. (Any)

d6 Bond

1. My best friend and I swore we'd make it big together. I'm keeping that promise for both of us.
2. The bartender who fed me as a kid still runs the same place. Anyone who threatens it answers to me.
3. I owe a fixer more than I can pay back, and they haven't called in the debt yet.
4. My old crew still runs my district. I'd bleed for them, even the ones I can't stand.
5. Someone I loved got chewed up by

a corp. One day, they'll pay.

6. I carry a lucky charm from my first job. I've never done a gig without it.

d6 Flaw

1. I can't turn down a job that pays well, even when it smells like a setup.

2. I don't trust anyone in a suit, and it shows.

3. When someone disrespects me in public, I settle it on the spot.

4. I pocket small things out of habit, even from friends.

5. I'd rather die than admit I'm out of my depth.

6. I'll take any risk to impress someone I look up to.

Corpo

You lived in the towers, where every conversation is a negotiation and every friend is a future rival. You learned to read contracts like threats and smiles like weapons, and you climbed until someone above you decided you were expendable. Now you're on the street with a pressed suit, a revoked badge, and a head full of secrets your old employer would kill to keep buried.

Skill Proficiencies: Deception, Persuasion

Tool Proficiencies: Forgery kit

Languages: One of your choice

Equipment: A set of fine clothes, your revoked company badge, an encrypted data shard holding one secret from your old job, and a belt pouch containing 15 gp

Feature: Corporate Fluency

You speak the language of power. You understand how corporations, guilds, and other large organizations

are built: who makes the decisions, who keeps the records, and who can be bought. When you approach a mid-level official of such an organization, you can usually secure a private meeting by presenting yourself as an insider. Your former employer still knows your face, which can open doors or slam them shut.

Suggested Characteristics

d8 Personality Trait

1. I dress for the job I want, even in a gutter.
2. I treat every conversation as a negotiation, and I always know my walk-away point.
3. I name-drop people I've met, especially the important ones.
4. I'm polite to everyone, because you never know who'll be your boss next year.
5. I keep a mental ledger of who's useful and who isn't.
6. Old habit: I schedule everything, even my downtime.
7. I can't stand waste, whether it's time, money, or talent.
8. I still flinch when someone says "we need to talk."

d6 Ideal

1. Power. Control is the only security that lasts. (Evil)
2. Order. Systems work. People just need to follow them. (Lawful)
3. Redemption. I helped build the machine. Now I want to break it. (Good)
4. Excellence. Whatever I do, I'll be the best at it. (Any)
5. Revenge. They threw me away. I'll make them regret it. (Chaotic)

6. Pragmatism. Ideals are expensive. Results pay the rent. (Neutral)

d6 Bond

1. A former colleague covered for me when I was burned. I owe them my life.

2. I hold evidence that could sink my old employer, and I'm waiting for the right moment.

3. My family still lives on corporate property. I'll keep them safe, whatever it costs me.

4. My mentor betrayed me. I need to know why.

5. I'm determined to prove I can make it without the company behind me.

6. Someone on the street saved me when I first fell. I won't forget that.

d6 Flaw

1. I look down on people who never had my education, and they can tell.

2. I'll sell out anyone if the offer is good enough.

3. I can't resist a chance to show off what I know.

4. I panic when I lose control of a situation.

5. I still believe I can talk my way back to the top.

6. I trust paperwork more than people.

Nomad

You grew up on the open road, in a convoy of patched-up vehicles and people who would die for each other. The badlands taught you to fix anything with whatever you had, to read a storm on the horizon, and to never leave family behind. The cities call your people outcasts. Your people call the cities cages.

Skill Proficiencies: Perception, Survival

Tool Proficiencies: Tinker's tools, vehicles (land)

Equipment: A set of traveler's clothes, a jacket bearing your clan's emblem, a waterskin, a hand-drawn map of safe routes, and a belt pouch containing 10 gp

Feature: Family Above All

Nomad clans look after their own, and word travels fast on the open road. Wherever nomads roam, you can find a clan willing to share food, water, and shelter with you and your companions, and to patch up your vehicle or gear with whatever they have on hand. They won't fight your battles for you, but they will hide you from anyone who comes looking.

Suggested Characteristics

d8 Personality Trait

1. If it's broken, I'll fix it, whether you asked me to or not.

2. I judge people by how they treat their family.

3. I'm more at home under the stars than under a roof.

4. I tell stories around every fire, and every story gets bigger.

5. I never waste food, water, or fuel.

6. I'm suspicious of anyone who's never had to fend for themselves.

7. I sing when I drive, and I drive when I'm upset.

8. I give everyone one chance. Just one.

d6 Ideal

1. Family. Blood or not, the clan comes first. (Any)

2. Freedom. No walls, no bosses, no borders. (Chaotic)

3. Tradition. The old ways kept us alive this long. (Lawful)
4. Hospitality. Anyone who shares our fire is under our protection. (Good)
5. Survival. Out here, the weak get left behind. (Evil)
6. Wanderlust. There's always another road. (Neutral)

d6 Bond

1. I left my clan to settle a debt. I can't go home until it's paid.
2. My vehicle is the only thing I own, and I'd risk anything to keep it running.
3. A rival clan wronged my family, and I haven't forgiven them.
4. My younger sibling idolizes me. I won't let them down.
5. I'm carrying a clan elder's ashes to a place they always wanted to see.
6. A city kid once saved my life. Now they're family too.

d6 Flaw

1. I don't trust city folk, and I let them know it.
2. I'll do anything for the clan, even when it's clearly wrong.
3. I get restless when I stay in one place too long.
4. I take dangerous shortcuts just to prove I can.
5. I hold grudges for generations.
6. I'd rather fix it myself than ask for help, even when I'm in over my head.