

NAME

TYPE (FLAVOR)

IS A

WHO

DESCRIPTOR

FOCUS

OLD GUS' UNOFFICIAL

CYPHER

S A S T E M

CHARACTER SHEET

TIER

EFFORT

EXPERIENCE POINTS

XP

CHARACTER ADVANCEMENT

☐ +4 POOL

☐ +1 EDGE

☐ +1 EFFORT

☐ SKILL

☐ OTHER

STATS

MIGHT

POOL

EDGE

DEFENSE

I

P

T

S

SPEED

POOL

EDGE

DEFENSE

I

P

T

S

INTELLECT

POOL

EDGE

DEFENSE

I

P

T

S

I

P

T

S

I = INABILITY P = PRACTICED T = TRAINED S = SPECIALIZED

RECOVERY ROLLS

1d6 +

☐ ONE-ACTION

☐

☐ TEN-MINUTE

☐

☐ ONE-HOUR

☐

☐ TEN-HOUR

☐

DAMAGE TRACK

☐ HALE

☐ IMPAIRED

☐ DEBILITATED

☐ DEAD

SPECIAL ABILITIES

ARMOR

COST

STAT

BONUS

DETAILS

☐

☐

☐

ATTACKS

COST

STAT

DAMAGE

I

P

T

S

SKILLS

STAT

I

P

T

S

CYPHERS

LIMIT

+

BACKGROUND AND APPEARANCE

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OG-CSRD
OLD GUS'
CYPHER SYSTEM
REFERENCE DOCUMENT



<https://callmepartario.github.io/og-csrd>

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