

NAME

IS A

DESCRIPTOR

WHO

TYPE

FOCUS

TIER

EFFORT

XP

MIGHT	SPEED	INTELLECT
PPOOL	EDGE	PPOOL
EDGE	PPOOL	EDGE

RECOVERY ROLLS

1d6+

1 ACTION

10 MINS

1 HOUR

10 HOURS

DAMAGE TRACK

IMPAIRED

DEBILITATED

+1 Effort per level  
Ignore minor and major effect results on rolls  
Combat roll of 17-20 deals only +1 damage

Can move only an immediate distance  
Cannot move if Speed Pool is 0

SPECIAL ABILITIES

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*

SKILLS • MIGHT

T = trained, S = specialized, I = inability

T	S	I

SKILLS • SPEED

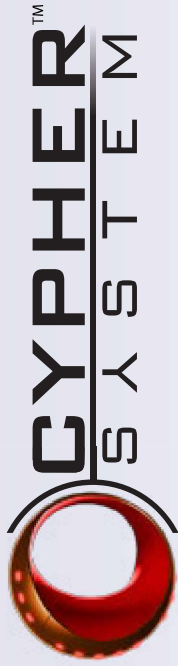
T	S	I

SKILLS • INTELLECT

T	S	I

ATTACKS

MOD	DAM



CYPHERS

LIMIT

EQUIPMENT

ARMOR

MONEY

BACKGROUND

NOTES

PORTRAIT