






<b>RECOVERY ROLLS</b>		1d6+	<b>DAMAGE TRACK</b>	
<input type="checkbox"/>	<b>1 ACTION</b>	<input type="checkbox"/>	<b>IMPAIRED</b>	<input type="checkbox"/>
<input type="checkbox"/>	<b>1 HOUR</b>		+1 Effort per level	Can move only an immediate distance
<input type="checkbox"/>	<b>10 MINS</b>		Ignore minor and major effect results on rolls	Cannot move if Speed Pool is 0
<input type="checkbox"/>	<b>10 HOURS</b>		Combat roll of 17-20 deals only +1 damage	

ADVANCEMENT				
				
<b>INCREASE CAPABILITIES</b> +4 points into stat Pools	<b>MOVE TOWARD PERFECTION</b> +1 to the Edge of your choice	<b>EXTRA EFFORT</b> +1 into Effort	<b>SKILL TRAINING</b> Train in a skill or specialize in a trained skill	<b>OTHER</b> Refer to the <i>Cypher System Rulebook</i>

[illegible]

## BACKGROUND

## NOTES

## COMPANION BACKGROUND

## PORTRAIT