






RECOVERY ROLLS		1d6+	DAMAGE TRACK	
<input type="checkbox"/> 1 ACTION	<input type="checkbox"/> 1 HOUR	<input type="checkbox"/> IMPAIRED		<input type="checkbox"/> 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
<input type="checkbox"/> 10 MINS	<input type="checkbox"/> 10 HOURS			

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 <i>Cypher System Rulebook</i>

[illegible]

BACKGROUND

NOTES

COMPANION BACKGROUND

PORTRAIT

COMPANION ABILITIES

PLAYED BY	OWNED BY

PREDATOR	FOLD OVER HERE
NAME	CATEGORY
IS A	DISPOSITION

	NAME	IS A	DISPOSITION	CATEGORY	
					ARMOR
					HEALTH
					INTERACTION LEVEL

CHARACTER BENEFIT

[illegible]

PORTRAIT

NOTES

DESCRIPTION

BACKGROUND

NOTES

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DESCRIPTION

PORTRAIT