

FOCUS
GOD OF
DOMINION

A diagram consisting of three adjacent rectangular boxes. The first box on the left is labeled "TIER", the middle box is labeled "EFFORT", and the third box on the right is labeled "XP".

The image consists of three vertical panels, each representing a different domain: Might, Speed, and Intellect. Each panel features a sepia-toned photograph of a group of people in a room. At the bottom of each panel, a white arc is divided into two sections: 'POOL' on the left and 'EDGE' on the right. The overall layout is a triptych.

MIGHT		SPEED		INTELLECT	
POOL	EDGE	POOL	EDGE	POOL	EDGE

RECOVERY ROLLS		1d6+	DAMAGE TRACK	
<input type="checkbox"/> 1 ACTION	<input type="checkbox"/> 1 HOUR	<input type="checkbox"/> IMPAIRED		<input type="checkbox"/> DEBILITATED
<input type="checkbox"/> 10 MINS		<input type="checkbox"/> 10 HOURS		
		+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 & DOMINION 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 <i>Cypher System Rulebook</i>

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BACKGROUND

DOGMA

PORTRAIT

DIVINE SYMBOL

FIRST LABOR

DIVINE LABOR

DISCIPLES

NOTES