

PORTFOLIO

TM

CHARACTER PORTFOLIO

PORTRAIT

Name

is a

Descriptor

who

Type

Focus





Name

is a

Descriptor

Type

who

Focus

Alignment/Deity and Home District

TIER	EFFORT

XP

ADVANCEMENT Cypher System Rulebook, page 240

◆
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*

DAMAGE TRACK

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

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

RECOVERY ROLLS

1d6+ []

◆ 1 action ◆ 10 min ◆ 1 hour ◆ 10 hours

MIGHT

SPEED

INTELLECT

Pool

Edge

Pool

Edge

Pool

Edge

SKILLS

T = trained, S = specialized, I = inability

Pool	T	S	I

ATTACKSEASED/
HINDERED DAMAGE

ARMOR DETAILS AND SPEED EFFORT COST

ARMOR

SPECIAL ABILITIES

NAME AND DESCRIPTION

PAGE

CYPHERS

INCLUDING POTIONS, SCROLLS, AND OTHER SINGLE-USE MAGIC ITEMS.

LIMIT

CYPHERS

INCLUDING POTIONS, SCROLLS, AND OTHER SINGLE-USE MAGIC ITEMS.

EQUIPMENT

INEXPENSIVE

MODERATE

EXPENSIVE

VERY EXPENSIVE

EXORBITANT

MONEY

ARTIFACTS

INCLUDING WEAPONS, RINGS, WANDS, AND OTHER MULTIPLE-USE MAGIC ITEMS.

CHARACTER ARCS

BACKGROUND

PERSONAL GOALS

APPEARANCE

MANNERISMS

FAVORITE OR DISTINCTIVE PHRASES OR QUOTES

WHAT MAKES THIS CHARACTER UNIQUE

OTHER PLAYER CHARACTERS

CONNECTIONS TO THE OTHER PLAYER CHARACTERS

ADDITIONAL CONNECTIONS

ALLIES, RELATIVES, CONTACTS, AND ORGANIZATION AFFILIATIONS

ENEMIES & OPPOSED ORGANIZATIONS

IMPORTANT PLACES, CREATURES, AND OBJECTS

IMPORTANT PLACES, CREATURES, AND OBJECTS

CAMPAGN JOURNAL

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MAPS AND SKETCHES

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ACCOMPLISHMENTS

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