

# PORTFOLIO

TM

## CHARACTER PORTFOLIO

### PORTRAIT

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Name

is a

Descriptor

who

Type

Focus





Name

is a

Descriptor

Type

who

Focus

Alignment/Deity and Home District

### 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*

TIER	EFFORT

XP

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

## ATTACKS

EASED/  
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

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MAPS AND SKETCHES

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# ACCOMPLISHMENTS

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