

NAME _____

IS A _____ WHO _____

DESCRIPTOR _____ TYPE _____

FOCUS _____

TYPE, FLAVOR, OR OTHER _____

TIER	EFFORT	XP
MIGHT	SPEED	INTELLECT
POOL	EDGE	POOL
EDGE	POOL	EDGE

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

Two skills that suit your creative nature, such as alchemy, smithing, poetry, cooking, woodcarving, or pottery. You are trained in two skills that suit your creative nature, such as alchemy, smithing, poetry, cooking, woodcarving, or pottery.

Light weapons (Practiced)

Using hammers You are practiced in using hammers.

Heavy weapons (Inability)

Medium weapons (Inability)

Might-based tasks Your small size makes some physical tasks difficult. Might-based tasks are hindered.

ADVANCEMENT

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

Investigative Skills You are trained in two skills in which you are not already trained. Choose two of the following: perception, identifying, lockpicking, assessing danger, or tinkering with devices. You can select this ability multiple times. Each time you select it, you must choose two different skills. Enabler.

Shroud Of Flame (1 Intellect point) At your command, your entire body becomes shrouded in flames that last up to ten minutes. The fire doesn't burn you, but it automatically inflicts 2 points of damage to anyone who tries to touch you or strike you with a melee attack. Flames from another source can still hurt you. While the shroud is active, you gain +2 Armor against damage from fire from another source. Enabler.

Distortion (2 Intellect points) You modify how a willing creature within short range reflects light for one minute. The target rapidly shifts between its normal appearance and a blot of darkness. The target has an asset on Speed defense rolls until the effect wears off. Action to initiate.

Far Step (2 Intellect points) You leap through the air and land some distance away. You can jump up, down, or across to anywhere you choose within long range if you have a clear and unobstructed path to that location. You land safely. Action.

Hurl Flame (2 Intellect points) While your Shroud of Flame is active, you can reach into your halo and hurl a handful of fire at a target. This is a ranged attack with short range that deals 4 points of fire damage. Action.

continued...

ATTACKS

Fast Punch A light speed attack eased by one step doing 2 damage. A lightning left jab.



CYPHERS

Armor Reinforcer (Level 7, Manifest) The user's Armor gains an enhancement for twenty-four hours. Roll a d6 to determine the result. Rolled a 6. +2 to Armor, +5 against damage from acid.

Intellect Booster (Level 4, Subtle) Adds 1 to the user's Intellect Edge for one hour (or 2 if the cypher is level 5 or higher).

Strength Enhancer (Level 5, Subtle) All noncombat tasks involving raw strength—such as breaking down a door, lifting a heavy boulder, forcing open elevator doors, competing in a weightlifting competition, and so on—are eased by two steps for one hour.

LIMIT

EQUIPMENT

Bag of light tools
Crowbar
Pitons 10
Rations 10 days
Hemp rope
Tinderbox
Torches 10
Waterskin
500 gp

ARMOR

MONEY

BACKGROUND

Adept

You master powers or abilities outside the experience, understanding, and sometimes belief of others. They might be magic, psychic powers, mutant abilities, or just a wide variety of intricate devices, depending on the setting. Adepts are usually thoughtful, intelligent types. They often think carefully before acting and rely heavily on their supernatural abilities. ("Magic" here is a term used very loosely. It's a catch-all for the kinds of wondrous, possibly supernatural things that your character can do that others cannot. It might actually be an expression of technological devices, channeling spirits, mutations, psionics, nanotechnology, or any number of other sources.)

Gnome

You are curious and love discovering ways to turn found things into art, tools, or weapons. You might be a sculptor, smith, artist, chef, storyteller, or inventor. Alchemy, magic, and engineering fascinate you. Other beings may see you as a strange mix of a nature-loving elf and a craft-obsessed dwarf, but you and your kind are unique people with a passion for life, exploration, and creation.

Bears A Halo Of Fire

You can sheath your body in flames, which protects you and harms your foes.

Choose how you became involved in the adventure:

- You think an object or material you've been looking for can be found where the other PCs are going.
- You were recruited because of your knowledge on a particular subject.
- You were bored and it sounded like the PCs were going to do something interesting.
- You owe one of the PCs a favor for a useful gift in the past.

Background Connection While studying to be an Adept, you worked as an assistant for a bank, making friends with the owner and the clientele.

Focus Connection Pick one other PC. They are skeptical of your claims about something momentous that happened in your past. They might even attempt to discredit you or discover the 'secret' behind your story, though that's up to them.

NOTES

Possible player intrusions based on your character type:

Advantageous Malfunction

A device being used against you malfunctions. It might harm the user or one of their allies for a round, or activate a dramatic and distracting side effect for a few rounds.

Convenient Idea

A flash of insight provides you with a clear answer or suggests a course of action with regard to an urgent question, problem, or obstacle you're facing.

Inexplicably Unbroken

An inactive, ruined, or presumed-destroyed device temporarily activates and performs a useful function relevant to the situation. This is enough to buy you some time for a better solution, alleviate a complication that was interfering with your abilities, or just get you one more use out of a depleted cypher or artifact.

Genius

+2 to your Intellect Pool.

Granted from Gnome

Possible GM intrusion from your focus:

Fire burns flammable material. Fire spreads out of control. Primitive creatures fear fire and often attack what they fear.

PORTRAIT

...SPECIAL ABILITIES

Mind Reading (2 Intellect points) You can read the surface thoughts of a creature within short range, even if the target doesn't want you to. You must be able to see your target. Once you have established contact, you can read the target's thoughts for up to one minute. If you also have the Mind Reading special ability from another source, you can use this ability at long range, and you don't need to be able to see the target (but you do have to know that the target is within range). Action to initiate.

Scan (2 Intellect points) You scan an area equal in size to a 10-foot (3 m) cube, including all objects or creatures within that area. The area must be within short range. Scanning a creature or object always reveals its level. You also learn whatever facts the GM feels are pertinent about the matter and energy in that area. For example, you might learn that the wooden box contains a device of metal and plastic. You might learn that the glass cylinder is full of poisonous gas, and that its metal stand has an electrical field running through it that connects to a metal mesh in the floor. You might learn that the creature standing before you is a mammal with a small brain. However, this ability doesn't tell you what the information means. Thus, in the first example, you don't know what the metal and plastic device does. In the second, you don't know if stepping on the floor causes the cylinder to release the gas. In the third, you might suspect that the creature is not very intelligent, but scans, like looks, can be deceiving. Many materials and energy fields prevent or resist scanning. Action.

Erase Memories (3 Intellect points) You reach into the mind of a creature within immediate range and make an Intellect roll. On a success, you erase up to the last five minutes of its memory. Action.

Eyes Adjusted You can see in extremely dim light as though it were bright light. You can see in total darkness as if it were extremely dim light. Enabler.

Natural Affinity You gain one of the following abilities: Communication, Eyes Adjusted, or Minor Illusion.