

NAME \_\_\_\_\_

IS A \_\_\_\_\_ WHO \_\_\_\_\_

DESCRIPTOR \_\_\_\_\_ TYPE \_\_\_\_\_

FOCUS \_\_\_\_\_

TYPE, FLAVOR, OR OTHER \_\_\_\_\_

TIER \_\_\_\_\_ EFFORT \_\_\_\_\_ XP \_\_\_\_\_

| MIGHT |     | SPEED |     | INTELLECT |     |
|-------|-----|-------|-----|-----------|-----|
| POL   | EDG | POL   | EDG | POL       | EDG |

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

**SKILLS**

**Pleasant social interaction** You're convivial and set most people at ease with your attitude. You are trained in all tasks related to pleasant social interaction.

**Solving puzzles and riddles** You have an advantage in figuring out the punch lines of jokes you've never heard before. You are trained in all tasks related to solving puzzles and riddles.

**Light weapons (Practiced)**

**Medium weapons (Practiced)**

**Heavy weapons (Inability)**

**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 *Cypher System Rulebook*

**SPECIAL ABILITIES**

**Babel** After hearing a language spoken for a few minutes, you can speak it and make yourself understood. If you continue to use the language to interact with native speakers, your skills improve rapidly, to the point where you might be mistaken for a native speaker after just a few hours of speaking the new language. Enabler.

**Curious** You're always curious about your surroundings, even on a subconscious level. Whenever you use Effort to attempt navigation, perception, or initiative tasks in an area that you've only rarely or never visited before, you can apply an additional free level of Effort. Enabler.

**Enable Others** You can use the helping rules to provide a benefit to another character attempting a physical task. Unlike the normal helping rules, this doesn't require you to use your action helping the other character with the task. This requires no action on your part. Enabler.

**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.

**Practiced In Armor** You can wear armor for long periods of time without tiring and can compensate for slowed reactions from wearing armor. You reduce the Speed cost for wearing armor by 1. You start the game with a type of armor of your choice. Enabler.

*continued...*

**ATTACKS**

**Light Weapon** A light speed attack eased by one step doing 2 damage. A light weapon of your choice. Granted from Starting Equipment.

**Punch** A light might attack eased by one step doing 2 damage. A right jab.



**CYPHERS**

**Enduring Shield (Level 10, Subtle)** For the next day, the user has an asset to Speed defense rolls.

**Nutrition And Hydration (Level 2, Subtle)** The user can go without food and water for a number of days equal to the cypher's level without ill effect.

LIMIT

**EQUIPMENT**

Appropriate clothing and a weapon of your choice, plus two expensive items, two moderately priced items, and up to four inexpensive items. Granted from Starting Equipment.

Armor of your choice. Granted from Practiced In Armor.

ARMOR

MONEY

## BACKGROUND

### Explorer

You are a person of action and physical ability, fearlessly facing the unknown. You travel to strange, exotic, and dangerous places, and discover new things. This means you're physical but also probably knowledgeable. Although Explorers can be academics or well studied, they are first and foremost interested in action. They face grave dangers and terrible obstacles as a routine part of life.

### Jovial

You're cheerful, friendly, and outgoing. You put others at ease with a big smile and a joke, possibly one at your own expense, though lightly ribbing your companions who can take it is also one of your favorite pastimes. Sometimes people say you never take anything seriously. That's not true, of course, but you have learned that to dwell on the bad too long quickly robs the world of joy. You've always got a new joke in your back pocket because you collect them like some people collect bottles of wine.

### Works Miracles

You can heal others with a touch, alter time to help others, and are generally beloved by everyone.

### Choose how you became involved in the adventure:

- You solved a riddle before realizing that answering it would launch you into the adventure.
- The other PCs thought you'd bring some much-needed levity to the team.
- You decided that all fun and no work was not the best way to get through life, so you joined up with the PCs.
- It was either go with the PCs or face up to a circumstance that was anything but jovial.

**Background Connection** When you were young, you were addicted to narcotics, and now you are a recovering addict.

**Focus Connection** Pick one other PC. You recently had a possession go missing, and you're becoming convinced that they took it. Whether or not they did is up to them.

## NOTES

Possible player intrusions based on your character type:

### Fortuitous Malfunction

A trap or a dangerous device malfunctions before it can affect you.

### Serendipitous Landmark

Just when it seems like the path is lost (or you are), a trail marker, a landmark, or simply the way the terrain or corridor bends, rises, or falls away suggests to you the best path forward, at least from this point.

### Weak Strain

The poison or disease turns out not to be as debilitating or deadly as it first seemed, and inflicts only half the damage that it would have otherwise.

### Witty

+2 to your Intellect Pool.

*Granted from Jovial*

### Possible GM intrusion from your focus:

Attempts to heal might cause harm instead. A community or individual needs a healer so desperately that they hold one against their will.

## PORTRAIT

## ...SPECIAL ABILITIES

**Healing Touch (1 Intellect point)** With a touch, you restore 1d6 points to one stat Pool of any creature. This ability is a difficulty 2 Intellect task. Each time you attempt to heal the same creature, the task is hindered by an additional step. The difficulty returns to 2 after that creature rests for ten hours. Action.

**Eye For Detail (2 Intellect points)** When you spend five minutes or so thoroughly exploring an area no larger than a short distance in diameter, you can ask the GM one question about the area. The GM must answer you truthfully. You cannot use this more than one time per area per 24 hours. Action to initiate, five minutes to complete.

**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.

**Alleviate (3 Intellect points)** You attempt to cancel or cure one malady (such as disease or poison) in one creature. Action.

**Muscles Of Iron (2 Might points)** For the next ten minutes, all Might-based actions other than attack rolls that you attempt are eased. If you already have this ability from another source, the effect of this ability lasts for one hour instead of ten minutes. Enabler.