

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		DAMAGE TRACK	
<input type="checkbox"/> 1 ACTION	<input type="checkbox"/> 1 HOUR	<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
<input type="checkbox"/> 10 MINS	<input type="checkbox"/> 10 HOURS		

**SKILLS**

**Might defense rolls** You are trained in Might defense rolls.

**Stealth (Trained)**

**Stone, including sensing stonework traps, knowing the history of a particular piece of stonework, and knowing your distance beneath the surface** You are trained in tasks related to stone, including sensing stonework traps, knowing the history of a particular piece of stonework, and knowing your distance beneath the surface.

**Using the tools required to shape and mine stone** You are trained in using the tools required to shape and mine stone.

**Heavy weapons (Practiced)**

**Light weapons (Practiced)**

*continued...*

**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 Cypher System Rulebook
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**SPECIAL ABILITIES**

**Combat Prowess** You add +1 damage to one type of weapon attack of your choice: melee weapon attacks or ranged weapon attacks. Enabler.

**War Flesh** You can instantly transform your hands and feet into claws, and your human teeth into fangs, or revert to your normal human appearance. When you make attacks with your claws or fangs, they count as medium weapons instead of light weapons. Enabler.

**Interaction Skills** You are trained in two skills in which you are not already trained. Choose two of the following: deceiving, persuading, public speaking, seeing through deception, or intimidation. You can select this ability multiple times. Each time you select it, you must choose two different skills. Enabler.

**Physical Skills** You are trained in two skills in which you are not already trained. Choose two of the following: balancing, climbing, jumping, running, or swimming. You can select this ability multiple times. Each time you select it, you must choose two different skills. Enabler.

**Face Morph (2+ Intellect points)** You alter your features and coloration for one hour, hiding your identity or impersonating someone. This affects only your face, not the rest of your body. You can't perfectly duplicate someone else's face, but you can be accurate enough to fool someone who knows that person casually. You have an asset in all tasks involving disguise. You must apply a level of Effort to be able to impersonate a different species (such as a human morphing into a humanoid alien). Action.

*continued...*

**ATTACKS**

**Axe** A medium might attack doing 4 damage. A sturdy axe. Granted from Dwarf.

**Heavy Weapon** A heavy might attack doing 6 damage. A heavy weapon of your choice. Granted from Starting Equipment.

**Medium Weapon** A medium might attack doing 4 damage. A medium weapon of your choice. Granted from Starting Equipment.

*continued...*



**CYPHERS**

**Intelligence Enhancement (Level 2, Subtle)** All of the user's tasks involving intelligent deduction-such as playing chess, inferring a connection between clues, solving a mathematical problem, finding a bug in computer code, and so on-are eased by two steps for one hour. In the subsequent hour, the strain hinders the same tasks by two steps.

**Tracer (Level 6, Manifest)** Fires a microscopic tracer that clings to any surface within short range. For the next twenty-four hours, the launcher shows the distance and direction to the tracer, as long as it is within 1 mile (100 miles if the cypher is level 3 or higher, in the same dimension if the cypher is level 6 or higher).

**LIMIT**

**EQUIPMENT**

Chainmail (medium armor)  
Greatsword  
Battleaxe  
Crossbow  
Bolts 20  
Torches 10  
Amulet holy symbol  
Rations 10 days  
Hemp rope  
Tinderbox  
Waterskin  
650 gp

**ARMOR**

**MONEY**

## BACKGROUND

A Paladin is also known as a Warrior

### Paladin

You're a good ally to have in a fight. You know how to use weapons and defend yourself. Depending on the genre and setting in question, this might mean wielding a sword and shield in the gladiatorial arena, an AK-47 and a bandolier of grenades in a savage firefight, or a blaster rifle and powered armor when exploring an alien planet. Warriors are physical, action-oriented people. They're more likely to overcome a challenge using force than by other means, and they often take the most straightforward path toward their goals.

### Dwarf

You're a stocky, broad-shouldered, bearded native of the mountains and hills. You're also as stubborn as the stone in which the dwarves carve their homes under the mountains. Tradition, honor, pride in smithcraft and warcraft, and a keen appreciation of the wealth buried under the roots of the world are all part of your heritage. Those who wish you ill should be wary of your temper. When dwarves are wronged, they never forget.

### Has A Thousand Faces

You can change your appearance to look like anyone else.

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

- You found the PCs wandering a maze of tunnels and led them to safety.
- The PCs hired you to dig out the entrance to a buried ruin.
- You tracked down the thieves of your ancestor's tomb and found they were the PCs. Instead of killing them, you joined them.
- Before dwarves settle down, they need to see the world.

**Background Connection** You trained in an isolated monastery. The monks think of you as a brother, but you're a stranger to all others.

**Focus Connection** Pick one other PC. You inadvertently caused an accident that put them into a sleep so deep they didn't wake for three days. Whether they forgive you or not is up to them.

## NOTES

Possible player intrusions based on your character type:

### Perfect Setup

You're fighting at least three foes and each one is standing in exactly the right spot for you to use a move you trained in long ago, allowing you to attack all three as a single action. Make a separate attack roll for each foe. You remain limited by the amount of Effort you can apply on one action.

### Old Friend

A comrade in arms from your past shows up unexpectedly and provides aid in whatever you're doing. They are on a mission of their own and can't stay longer than it takes to help out, chat for a while after, and perhaps share a quick meal.

### Weapon Break

Your foe's weapon has a weak spot. In the course of the combat, it quickly becomes damaged and moves two steps down the object damage track.

### Stalwart

+2 to your Might Pool.

*Granted from Dwarf*

### Possible GM intrusion from your focus:

Part of the disguise slips. An NPC thinks the disguised character is someone they know very well.

## PORTRAIT

## ...SKILLS

### Medium weapons (Practiced)

**Using axes** You are practiced in using axes.

## ...SPECIAL ABILITIES

**Body Morph (3+ Intellect points)** You alter your facial and bodily features and coloration for one hour, hiding your identity or impersonating someone. If you apply a level of Effort, you can imitate a specific person accurately enough to fool someone who knows them well or has observed them closely (including fingerprints and voice prints, but not their retina print or DNA). You have an asset in all tasks involving disguise (this is in addition to the asset from Face Morph). You must apply a separate level of Effort to be able to impersonate a different species (such as a human morphing into a humanoid alien). Action.

**Bash (1 Might point)** This is a pummeling melee attack. Your attack inflicts 1 less point of damage than normal, but dazes your target for one round, during which time all tasks it performs are hindered. Action.

**Hemorrhage (2+ Might points)** You make a powerful and precise strike that inflicts additional damage later. On your next turn, the target of this attack takes an additional 3 points of damage (ignores Armor). The target can prevent this additional damage by making a recovery roll, using any ability that heals it, or using its action to attend to the injury. In addition to the normal options for using Effort, you can choose to use Effort to increase this duration by one round. Action.

**Swipe (1 Speed point)** This is a quick, agile melee attack. Your attack inflicts 1 less point of damage than normal but dazes your target for one round, during which time all tasks it performs are hindered. Action.

**Successive Attack (2 Speed points)** If you take down a foe, you can immediately make another attack on that same turn against a new foe within your reach. The second attack is part of the same action. You can use this ability with melee attacks and ranged attacks. Enabler.

**Vulnerability** When you fail an Intellect defense roll to avoid damage, you take 1 extra point of damage.

## ...ATTACKS

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