

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

SKILLS

Discerning people's true motives or seeing through lies You are trained in discerning people's true motives or seeing through lies.

Pleasant social interactions You are trained in pleasant social interactions.

Heavy weapons (Practiced)

Light weapons (Practiced)

Medium weapons (Practiced)

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

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.

Dual Light Wield You can use two light weapons at the same time, making two separate attacks on your turn as a single action. You remain limited by the amount of Effort you can apply on one action, but because you make separate attacks, your opponent's Armor applies to both. Anything that modifies your attack or damage applies to both attacks, unless it's specifically tied to one of the weapons. Enabler.

No Need For Weapons When you make an unarmed attack (such as a punch or kick), it counts as a medium weapon instead of a light weapon. Enabler.

Infiltrator You are trained in interactions involving lies or trickery. 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.

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ATTACKS

Fast Punch A medium speed attack doing 4 damage. A lightning left jab.
Treated as a Medium weapon from No Need for Weapons.

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



CYPHERS

Solvent (Level 8, Manifest) Dissolves 1 cubic foot of material each round. After one round per cypher level, the cypher becomes inert.

Strength Enhancer (Level 2, 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

Leather armor (light armor)
Long knife (light blade) x2
Bow
Arrows 20
Backpack
Woodcarver's tools
Bedroll
Rations 10 days
Hemp rope
Torches 10
Waterskin
500 gp

ARMOR

MONEY

BACKGROUND

A Ranger is also known as a Explorer

Ranger

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.

Honorable

You are trustworthy, fair, and forthright. You try to do what is right, to help others, and to treat them well. Lying and cheating are no way to get ahead-these things are for the weak, the lazy, or the despicable. You probably spend a lot of time thinking about your personal honor, how best to maintain it, and how to defend it if challenged. In combat, you are straightforward and offer quarter to any foe.

You were likely instilled with this sense of honor by a parent or a mentor. Sometimes the distinction between what is and isn't honorable varies with different schools of thought, but in broad strokes, honorable people can agree on most aspects of what honor means.

Wields Two Weapons At Once

You bear steel with both hands, ready to take on any foe.

Choose how you became involved in the adventure:

- The PCs' goals appear to be honorable and commendable.
- You see that what the other PCs are about to do is dangerous, and you'd like to help protect them.
- One of the other PCs invited you, hearing of your trustworthiness.
- You asked politely if you could join the other PCs in their mission.

Background Connection You have made a number of discoveries in your explorations, but not all opportunities to capitalize on them have panned out yet.

Focus Connection Pick one other PC. From your perspective, they seem nervous around a specific idea, person, or situation. You would like to teach them how to be more comfortable with their fears (if they will let you).

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.

Stalwart

+2 to your Might Pool.

Granted from Honorable

Possible GM intrusion from your focus:

A blade snaps in two or a weapon flies loose from its bearer's grip.

PORTRAIT

...SPECIAL ABILITIES

Stealth Skills You are trained in your choice of two of the following skills: disguise, deception, lockpicking, pickpocketing, seeing through deception, sleight of hand, or stealth. You can choose this ability multiple times, but you must select different skills each time. Enabler.

Practiced With All Weapons You become practiced with light, medium, and heavy weapons and suffer no penalty when using any kind of weapon. Enabler.

Foil Danger (2 Intellect points) You negate one source of potential danger related to one creature or object that you are aware of within immediate distance for one round. This could be a weapon or device held by someone, a trap triggered by a pressure plate, or a creature's natural ability (something special, innate, and dangerous, like a dragon's fiery breath or a giant cobra's venom). You can also try to foil a foe's mundane action (such as an attack with a weapon or claw), so that the action isn't made this round. Make your roll against the level of the attack, danger, or creature. Action.

Double Strike (3 Might points) When you wield two weapons, you can choose to make one attack roll against a foe. If you hit, you inflict damage with both weapons plus 2 additional points of damage, and because you made a single attack, the target's Armor is subtracted only once. Action.

Escape (2 Speed points) You slip your restraints, squeeze through the bars, break the grip of a creature holding you, pull free from sucking quicksand, or otherwise get loose from whatever is holding you in place. Action.

Block (3 Speed points) You automatically block the next melee attack made against you within the next minute. Action to initiate.