Old Gus'
CYPHER SYSTEM QUICK-REFERENCE

HOW TO PLAY

1. You tell the **GM** what **action** you want to take, and how you plan to do it. Include any dialogue you'd like to deliver while you take your action.

2. Many times, your actions are routine—moving a few steps away, talking another character, or turning a doorknob—you just perform the action and succeed automatically. If there's a chance of failure, the GM assigns you a **task**, tells you which of your **stats** will be tested—your **Might**, **Speed**, or **Intellect**—and determines the **difficulty** on a scale from 1 (simple) to 10 (impossible).

3. You and the GM determine if anything about your PC should modify the difficulty by one or more steps. Being trained in relevant **skills**, having helpful **assets**, and using **Effort** all **ease** a task, lowering the difficulty. Having an inability or adverse external circumstances **hinders** a task, increasing the difficulty.

4. If you ease the difficulty to 0 (routine), you succeed automatically. If the task still isn't routine, the GM uses the modified difficulty to determine a **target number**. The GM doesn't have to tell you the target number, but might give you a hint.

5. You **roll the die**—a d20. If the result meets or exceeds the **target number**, you succeed at the task.

   That's it. That's how to do anything—identify an unknown device, calm a raging drunk, climb a treacherous cliff, or battle a demigod.

   The Cypher System centers characters and narrative. The GM has final say, but you—and your fellow players—have a lot of narrative power and freedom in the game compared to many other tabletop roleplaying games— embrace that to get the most out of playing the game!

GETTING READY TO PLAY

Character Sheet: A sheet of paper to keep track of information about your player character (**PC**).

I AM A [DESCRIPTOR] [TYPE] WHO [FOCUS]

Dice: A twenty-sided die (**d20**), a six-sided die (**d6**), and two ten-sided dice (**d10**). You can share dice with others.

THE PLAYER ALWAYS ROLLS

The GM will assign you actions and tasks, even when you didn't take an action, or isn't your turn.

- If you attack a foe, you roll to see if you hit.
- If a foe attacks you, you roll to see if you dodge the blow.
- If you leap out of a moving vehicle, you roll to see if you succeed.
- If a rockslide falls on you, you roll to get out of the way.

   Most of the time, the actions you take when it isn't your turn will be to **defend** yourself.

OG-CSRD

https://callmepartario.github.io/og-csrd

QUICK REFERENCE

TRY ANYTHING!

The GM sets the difficulty. If you retry, use 1 level of **Effort**.

MODIFYING THE DIFFICULTY

Skills (2 steps):	Difficulty
Inability	+1
Practiced (default)	—
Trained	−1
Specialized	−2

Assets (2 steps): A useful item, help, or favorable circumstance.

Effort (6 steps): Costs 3 **Pool** points + 2 points per additional level.

SPECIAL ROLLS

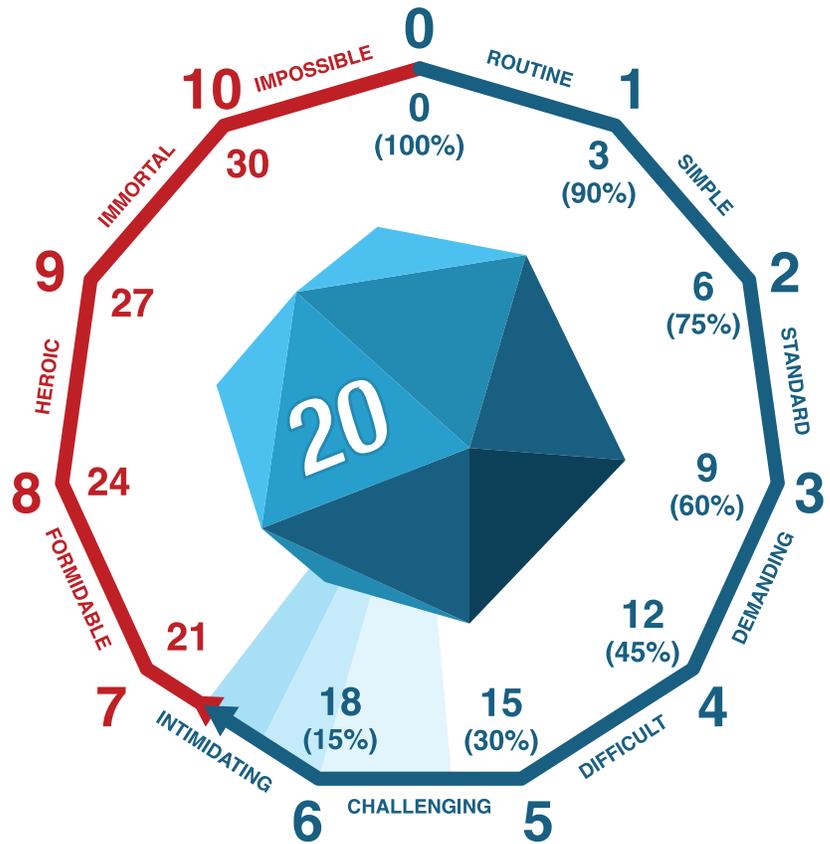| d20	Effects
1	GM Intrusion, no **XP**
17	+1 damage
18	+2 damage
19	Minor effect or +3 damage
20	Major effect or +4 damage, spent **Pool** refunded

PAYING COSTS

Total **Pool** cost, subtract **Edge**.

MOVING

Immediate: take an action

Short: action, difficulty 4 Speed task for another action

Long: difficulty 4 Speed task

Difficulty circle:

0 — IMPOSSIBLE	
10 — IMMORTAL — 30	
9 — HEROIC — 27	
8 — FORMIDABLE — 24	
7 — INTIMIDATING — 21	
6 — CHALLENGING — 18 (15%)	
5 — DIFFICULT — 15 (30%)	
4 — DEMANDING — 12 (45%)	
3 — DEMANDING — 9 (60%)	
2 — STANDARD — 6 (75%)	
1 — SIMPLE — 3 (90%)	
0 — ROUTINE — 0 (100%)	

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SPENDING XP

XP	Effect
1 XP	reroll, avoid GM intrusion, create player intrusion
2 XP	temporary skill or ability
3 XP	job, title, wealth, home
4 XP	**character advancement** —increase **Pool**, **Effort**, **Edge**, or training in a **Skill**

RANGE AND DISTANCE

Distance	Range
Immediate	10 feet (3 m)
Short	50 feet (15 m)
Long	100 feet (30 m)
Very long	500 feet (150 m)

CYPHERS

Use **cyphers**, you'll find more!

COMBAT

Weapon	Damage	Attack
Light	2	eased
Medium	4	—
Heavy	6	two-handed

Damage from Effort: +3 per level

Armor	Amor	Speed Cost
Light	+1	+2
Medium	+2	+3
Heavy	+3	+4