

NAME

IS A DESCRIPTOR TYPE WHO

FOCUS

TYPE, FLAVOUR, OR OTHER

ARMOUR

EFFORT COST

EFFORT

XP

MIGHT

SPEED

INTELLECT

MODIFIERS

MODIFIERS

MODIFIERS

POOL

EDGE

POOL

EDGE

POOL

EDGE

RECOVERY ROLLS 1D6+

RECOVERY ABILITIES



1 ACTION



10 MIN



1 HOUR



10 HOURS

DAMAGE TRACK

DAMAGE TRACK ABILITIES



IMPAIRED



DEBILITATED

- +1 cost per Effort level.
- Ignore minor and major effects on rolls.
- Combat roll of 17-20 deals only +1 damage.

- Can only move an immediate distance.
- Cannot move if speed pool is 0.

SKILLS

I = Inability P = Practised T = Trained S = Specialised

Skill Level

CHARACTER 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 Specialise in a Trained Skill



OTHER  
Refer to the Cypher System Rulebook p.240

TIER

CYPHERS

LIMIT

EQUIPMENT

MONEY

SPECIAL ABILITIES

TASK DIFFICULTY

Rating	Roll %
0	100
1	90
2	75
3	60
4	45
5	30
6	15
7	0
8	0
9	0
10	0

TERMINOLOGY

- EASE  
Reduce Difficulty by 1
- HINDER  
Increase Difficulty by 1

SKILLS

- Trained Ease by 1
- Specialised Ease by 2
- Inability Hinder by 1
- Maximum 2 Ease from Skills for any task.

ASSETS

Assets are anything that helps a character with a task such as:

- Equipment / a helpful tool
- The environment
- Friendly assistance, etc.

Maximum 2 Ease from Assets for any task.

EFFORT

Apply Effort from a pool to Ease a task by each Effort applied.

EXPERIENCE POINTS (XP)

1 XP	2 XP	3 XP	4 XP
Re-roll any roll	Short-term or local Skill, Ability, or equipment	Long term asset such as:	Character Advancement
Aquire a Subtle Cypher		NPC contact	
Refuse a GM Intrusion		Home	
Player Intrusion		Title or Job	
		Wealth	

PLAYER INTRUSIONS

A Player Intrusion should always involve an aspect of the world beyond the Character, an element of luck outside of the Character's control.

These can affect a single object (a floorboard snaps), feature (a hidden shallow spot in the stream to ford), NPC (vendor is an old friend), or retcon (hid tools here earlier). But not more.

A Player Intrusion can't affect a whole village or even a whole tavern. A rock can come loose, but a Player Intrusion can't create a landslide.

RANGES

Immediate	Short	Long	Very Long
0m - 3m	3m - 15m	15m - 30m	30m - 150m
0ft - 10ft	10ft - 50ft	50ft - 100ft	100ft - 500ft

SPECIAL ROLLS

1	17	18	19	20
Free GM Intrusion	+1 Damage	+2 Damage	+3 Damage or Minor Effect	Refund Task points and +4 Damage or Major Effect

ADVICE

- If you feel there should / could be something in the environment, ask the GM or use a Player Intrusion to create that something.
- Use Player Intrusions to create interesting and dynamic environments.
- USE YOUR CYPHERS!!! You'll always get more.
- Try to use your environment, Skills, Assets, Abilities, and CYPHERS to reduce the difficulty before applying Effort.
- Your amount of Effort is limited per Task.
- Determine how much Effort you are going to use before your roll.
- Increase chance to physically hit OR +3 damage for EACH Effort applied.
- Pool cost = ( Ability Cost + ( amount of Effort x 2 + 1 ) + Extra ) - Edge.

NOTES

PORTRAIT

BACKGROUND

CONTACTS

PERSONAL GOALS / CHARACTER ARC