

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 +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

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 <i>Cypher System Rulebook</i>
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SPECIAL ABILITIES

ATTACKS



CYPHERS

LIMIT

EQUIPMENT

ARMOR

MONEY

BACKGROUND

NOTES

PORTRAIT