

NAME _____

IS A _____ WHO _____

DESCRIPTOR _____ TYPE _____

FOCUS _____

TYPE, FLAVOR, OR OTHER _____

TIER _____ EFFORT _____ XP _____

MIGHT		SPEED		INTELLECT	
POL	ED	POL	ED	POL	ED

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

☐ 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

ATTACKS



CYPHERS

LIMIT

EQUIPMENT

ARMOR

MONEY

BACKGROUND

NOTES

PORTRAIT