

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

**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