

# Vaelith

NAME \_\_\_\_\_  
IS A **Inquisitive** Explorer WHO  
DESCRIPTOR TYPE

Speaks For The Land

FOCUS \_\_\_\_\_

TYPE, FLAVOR, OR OTHER \_\_\_\_\_

**1** TIER      **1** EFFORT      XP

MIGHT		SPEED		INTELLECT	
12	1	13	0	13	0
POOL	EDGE	POOL	EDGE	POOL	EDGE

**RECOVERY ROLLS** d6+1

1 ACTION     1 HOUR  
 10 MINS     10 HOURS

**DAMAGE TRACK**

**IMPAIRED**       **DEBILITATED**  
+1 Effort per level      Can move only an immediate distance  
Ignore minor and major effect results on rolls      Cannot move if Speed Pool is 0  
Combat roll of 17-20 deals only +1 damage

**SKILLS**

**Geography or history** You have made a study of the world. You are trained in any task involving geography or history.

**Learning something new, whether you're talking to a local to get information or digging through old books to find lore** You are eager to learn. You are trained in any task that involves learning something new, whether you're talking to a local to get information or digging through old books to find lore.

**Light weapons (Practiced)**

**Medium weapons (Practiced)**

**Hear or notice dangers around you** You tend to fixate on the details, making you somewhat oblivious to what's going on around you. Any task to hear or notice dangers around you is hindered.

*continued...*

**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**

**Endurance** Any duration dealing with physical actions is either doubled or halved, whichever is better for you. For example, if the typical person can hold their breath for thirty seconds, you can hold it for one minute. If the typical person can march for four hours without stopping, you can do so for eight hours. In terms of harmful effects, if a poison paralyzes its victims for one minute, you are paralyzed for thirty seconds. The minimum duration is always one round. Enabler.

**Wilderness Lore** You are trained in wilderness navigation and in identifying plants and creatures. Enabler.

**Practiced In Armor** You can wear armor for long periods of time without tiring and can compensate for slowed reactions from wearing armor. You reduce the Speed cost for wearing armor by 1. You start the game with a type of armor of your choice. Enabler.

**Seeds Of Fury (1 Intellect point)** You throw a handful of seeds in the air that ignite and speed toward a target within long range, scratching the air with twisting smoke trails. The attack deals 3 points of damage and catches the target on fire, which inflicts 1 additional point of damage per round for up to a minute or until the target uses an action to douse the flames. Action.

**Muscles Of Iron (2 Might points)** For the next ten minutes, all Might-based actions other than attack rolls that you attempt are eased. If you already have this ability from another source, the effect of this ability lasts for one hour instead of ten minutes. Enabler.

*continued...*

**ATTACKS**

**Fast Punch** A light speed attack doing 2 damage. A lightning left jab.

**Medium Weapon** A medium might attack doing 4 damage. A medium weapon of your choice. Granted from Starting Equipment.



**CYPHERS**

**Darksight (Level 4, Subtle)** Grants the ability to see in the dark for five hours per cypher level. (For a more realistic game, this cypher could instead make the user specialized in low-light spotting.)

**Equipment Cache (Level 4, Manifest)** The user can rummage around and produce from the cypher a desired piece of equipment (not an artifact) whose level does not exceed the cypher's level. The piece of equipment persists for up to one day, unless its fundamental nature allows only a single use (such as with a grenade).

**2**  
LIMIT

**EQUIPMENT**

You have three books on whatever subjects you choose. Granted from Inquisitive.

Appropriate clothing and a weapon of your choice, plus two expensive items, two moderately priced items, and up to four inexpensive items. Granted from Starting Equipment.

Armor of your choice. Granted from Practiced In Armor.

**1**  
ARMOR      MONEY

## BACKGROUND

### Explorer

You are a person of action and physical ability, fearlessly facing the unknown. You travel to strange, exotic, and dangerous places, and discover new things. This means you're physical but also probably knowledgeable. Although Explorers can be academics or well studied, they are first and foremost interested in action. They face grave dangers and terrible obstacles as a routine part of life.

### Inquisitive

The world is vast and mysterious, with wonders and secrets to keep you amazed for several lifetimes. You feel the tugging on your heart, the call to explore the wreckage of past civilizations, to discover new peoples, new places, and whatever bizarre wonders you might find along the way. However, as strongly as you feel the pull to roam the world, you know there is danger aplenty, and you take precautions to ensure that you are prepared for any eventuality. Research, preparation, and readiness will help you live long enough to see everything you want to see and do everything you want to do.

You probably have a dozen books and travelogues about the world on you at any time. When not hitting the road and looking around, you spend your time with your nose in a book, learning everything you can about the place you're going so you know what to expect when you get there.

### Speaks For The Land

Your spiritual connection to nature and the environment grants you mystical abilities.

### Choose how you became involved in the adventure:

- One of the PCs approached you to learn information related to the mission, having heard you were an expert.
- You have always wanted to see the place where the other PCs are going.
- You were interested in what the other PCs were up to and decided to go along with them.
- One of the PCs fascinates you, perhaps due to a special or weird ability they have.

**Background Connection** You own a small bar or restaurant.

**Focus Connection** Pick one other PC. You are always trying to impress that character with your skill, wit, appearance, or bravado. Perhaps they are a rival, perhaps you need their respect, or perhaps you're romantically interested in them.

## NOTES

Possible player intrusions based on your character type:

### Fortuitous Malfunction

A trap or a dangerous device malfunctions before it can affect you.

### Serendipitous Landmark

Just when it seems like the path is lost (or you are), a trail marker, a landmark, or simply the way the terrain or corridor bends, rises, or falls away suggests to you the best path forward, at least from this point.

### Weak Strain

The poison or disease turns out not to be as debilitating or deadly as it first seemed, and inflicts only half the damage that it would have otherwise.

### Smart

+4 to your Intellect Pool.

*Granted from Inquisitive*

### Possible GM intrusion from your focus:

An injured natural (but dangerous) creature is discovered. Someone's poaching wildlife for their skins, leaving the carcasses to rot. A tree falls in the forest, one of the last elder trees.

## PORTRAIT

## ...SKILLS

### Heavy weapons (Inability)

#### Initiative actions (to determine who goes first in combat)

When you see something interesting, you hesitate as you take in all the details. Initiative actions (to determine who goes first in combat) are hindered.

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## ...SPECIAL ABILITIES

**Fleet Of Foot (1+ Speed point)** You can move a short distance as part of another action. You can move a long distance as your entire action for a turn. If you apply a level of Effort to this ability, you can move a long distance and make an attack as your entire action for a turn, but the attack is hindered. Enabler.