

# Lyraen

NAME

IS A Empathic Speaker WHO  
DESCRIPTOR TYPE

Abides In Stone

FOCUS

TYPE, FLAVOR, OR OTHER

1 TIER 1 EFFORT XP

MIGHT		SPEED		INTELLECT	
14	1	12	0	17	1
POOL	EDGE	POOL	EDGE	POOL	EDGE

**RECOVERY ROLLS** d6+1

1 ACTION  1 HOUR  
 10 MINS  10 HOURS

**DAMAGE TRACK**

IMPAIRED +1 Effort per level  
Ignore minor and major effect results on rolls  
Combat roll of 17-20 deals only +1 damage

DEBILITATED Can move only an immediate distance  
Cannot move if Speed Pool is 0

**SKILLS**

**Sensing other emotions, discerning dispositions, and getting a hunch about people around you** You're trained in tasks involving sensing other emotions, discerning dispositions, and getting a hunch about people around you.

**Social interaction, pleasant or otherwise** You're trained in all tasks involving social interaction, pleasant or otherwise.

**Light weapons (Practiced)**

**Heavy weapons (Inability)**

**Intellect defense rolls** Being so receptive to others' thoughts and moods makes you vulnerable to anything that attacks your mind. Intellect defense rolls are hindered.

**Medium weapons (Inability)**

## 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

**Golem Body** You gain +1 to Armor, +1 to your Might Edge, and 5 additional points to your Might Pool. You do not need to eat, drink, or breathe (though you do need rest and sleep). You move more stiffly than a creature of flesh, which means you can never be trained or specialized in Speed defense rolls. Furthermore, you are practiced in using your stone fists as a medium weapon. Enabler.

**Golem Healing** Your stone form from the Golem Body ability is more difficult to repair than flesh, which means you are unable to use the first, single-action recovery roll of the day that other PCs have access to. Thus, your first recovery roll on any given day requires ten minutes of rest, the second requires an hour of rest, and the third requires ten hours. Enabler.

**Enthrall (1 Intellect point)** While talking, you grab and keep another creature's attention, even if the creature can't understand you. For as long as you do nothing but speak (you can't even move), the other creature takes no actions other than to defend itself, even over multiple rounds. If the creature is attacked, the effect ends. Action.

**Encouragement (1 Intellect point)** While you maintain this ability through ongoing inspiring oration, your allies within short range ease one of the following task types (your choice): defense tasks, attack tasks, or tasks related to any skill that you are trained or specialized in. Action.

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## ATTACKS

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

**Light Weapon** A light speed attack doing 2 damage. A light weapon of your choice. Granted from Starting Equipment.

**Stone Fists** A medium might attack doing 4 damage. A medium weapon of your choice. Granted from Golem Body.



## CYPHERS

**Effort Enhancer (Combat) (Level 6, Subtle)** For the next hour, the user can apply one free level of Effort to any task (including a combat task) without spending points from a Pool. The free level of Effort provided by this cypher does not count toward the maximum amount of Effort a character can normally apply to one task. Once this free level of Effort is used, the effect of the cypher ends.

**Hunter/Seeker (Level 1, Manifest)** With long-range movement, this intelligent missile tracks and attacks a specified target (target must be within sight when selected). If it misses, it continues to attack one additional time per cypher level until it hits. For example, a level 4 hunter/seeker will attack a maximum of five times. Roll a d100 to determine the type of attack. Rolled a 43. Inflicts 8 points of damage.

2

LIMIT

## EQUIPMENT

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

1

ARMOR

MONEY

## BACKGROUND

### Speaker

You're good with words and good with people. You talk your way past challenges and out of jams, and you get people to do what you want. Speakers are smart and charismatic. They like people and, more important, they understand them. This helps speakers get others to do what needs to be done.

### Empathic

Other people are open books to you. You may have a knack for reading a person's tells, those subtle movements that convey an individual's mood and disposition. Or you may receive information in a more direct way, feeling a person's emotions as if they were tangible things, sensations that lightly brush against your mind. Your gift for empathy helps you navigate social situations and control them to avoid misunderstandings and prevent useless conflicts from erupting.

The constant bombardment of emotions from those around you likely takes a toll. You might move with the prevailing mood, swinging from giddy happiness to bitter sorrow with little warning. Or you might close yourself off and remain inscrutable to others out of a sense of self-preservation or an unconscious fear that everyone else might learn how you truly feel.

### Abides In Stone

Your flesh is made of hard mineral, making you a hulking, difficult-to-harm humanoid.

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

- You sensed the commitment to the task the other PCs have and felt moved to help them.
- You established a close bond with another PC and can't bear to be parted from them.
- You sensed something strange in one of the PCs and decided to join the group to see if you can sense it again and uncover the truth.
- You joined the PCs to escape an unpleasant relationship or negative environment.

**Background Connection** When you were a teenager, one of your siblings went missing and is presumed dead. The shock rent your family, and it's something you've never gotten over.

**Focus Connection** Pick one other PC. You recently had a possession go missing, and you're becoming convinced that they took it. Whether or not they did is up to them.

## NOTES

Possible player intrusions based on your character type:

### Friendly NPC

An NPC you don't know, someone you don't know that well, or someone you know but who hasn't been particularly friendly in the past chooses to help you, though doesn't necessarily explain why. Maybe they'll ask you for a favor in return afterward, depending on how much trouble they go to.

### Perfect Suggestion

A follower or other already-friendly NPC suggests a course of action with regard to an urgent question, problem, or obstacle you're facing.

### Unexpected Gift

An NPC hands you a physical gift you were not expecting, one that helps put the situation at ease if things seem strained, or provides you with a new insight for understanding the context of the situation if there's something you're failing to understand or grasp.

### Open Mind

+4 to your Intellect Pool.

*Granted from Empathic*

### Possible GM intrusion from your focus:

Creatures of stone sometimes forget their own strength or weight. A walking statue can terrify common folk.

## PORTRAIT

### ...SPECIAL ABILITIES

**Demeanor Of Command (2 Intellect points)** You project confidence, knowledge, and charisma to all who see you for the next hour. Your demeanor is such that those who see you automatically understand that you are someone important, accomplished, and with authority. When you speak, strangers who are not already attacking give you at least a round to have your say. If speaking to a group that can understand you, you can attempt to have them produce their leader or ask that they take you to their leader. You gain a free level of Effort that can be applied to one persuasion task you attempt during this period. Action to initiate.

**Anecdote (2 Intellect points)** You can lift the spirits of a group of creatures and help them bond together by entertaining them with an uplifting or pointed anecdote. For the next hour, those who pay attention to your story are trained in a task you choose that's related to the anecdote, as long as it's not an attack or defense task. Action to initiate, one minute to complete.