

Draven

NAME

IS A **Calm** Speaker WHO
DESCRIPTOR TYPE

Awakens Dreams

FOCUS

TYPE, FLAVOR, OR OTHER

1 TIER	1 EFFORT	XP
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MIGHT		SPEED		INTELLECT	
9	0	12	0	15	1
POOL	EDGE	POOL	EDGE	POOL	EDGE

RECOVERY ROLLS d6+1 <input type="checkbox"/> 1 ACTION <input type="checkbox"/> 1 HOUR <input type="checkbox"/> 10 MINS <input type="checkbox"/> 10 HOURS	DAMAGE TRACK <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
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SKILLS
Four nonphysical skills of your choice You are trained in four nonphysical skills of your choice.

Light weapons (Practiced)

Climbing, running, jumping, and swimming tasks You're not the outdoorsy type. All climbing, running, jumping, and swimming tasks are hindered.

Heavy weapons (Inability)

Medium weapons (Inability)

Physical attacks You're just not a fighter. All physical attacks are hindered.

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

Oneirochemistry You are trained in tasks related to sleep and mixing natural elixirs to help creatures fall asleep. Enabler.

Dreamcraft (1 Intellect point) You pull an image from a dream into the waking world and place it somewhere within long range. The dream lasts for up to one minute, and it can be tiny or fill an area an immediate distance in diameter. Though it appears solid, the dream is intangible. The dream (a scene, a creature, or an object) is static unless you use your action each round to animate it. As part of that animation, you could move the dream up to a short distance each round, as long as it remains within long range. If you animate the dream, it can make sound but does not produce odor. Direct physical interaction or sustained interaction with the dream shatters it into dispersing mist. For example, attacking the dream shatters it, as does the strain of keeping up appearances when an NPC moves through a dream scene or engages a dream creature in conversation for more than a couple of rounds. Action to initiate; action to animate.

Understanding (1 Intellect point) You observe or study a creature or object. Your next interaction with that creature or object gains one asset. 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.



CYPHERS

Detonation (Level 4, Manifest) Projects a small physical explosive up to a long distance away that explodes in an immediate radius, inflicting damage equal to the cypher's level. Roll a d100 to determine the type of damage. (All damaging detonations inflict a minimum of 2 points of damage to those in the radius, regardless of attack or defense rolls.) Rolled a 65. Fire.

Detonation (Pressure) (Level 4, Manifest) Projects a small physical explosive up to a long distance away that explodes in an immediate radius, inflicting impact damage equal to the cypher's level. Also moves unattended objects out of the area if they weigh less than 20 pounds (9 kg) per cypher level.

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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.

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.

Calm

You've spent most of your life in sedentary pursuits-books, movies, hobbies, and so on-rather than active ones. You're well versed in all manner of academia or other intellectual pursuits, but nothing physical. You're not weak or feeble, necessarily (although this is a good descriptor for characters who are elderly), but you have no experience in more physical activities.

(Calm is a great descriptor for characters who never intended to have adventures but were thrust into them, a trope that occurs often in modern games and particularly in horror games.)

Awakens Dreams

You can pull images from dreams and bring them to life in the waking world.

Choose how you became involved in the adventure:

- You read about the current situation somewhere and decided to check it out for yourself.
- You were in the right (wrong?) place at the right (wrong?) time.
- While avoiding an entirely different situation, you walked into your current situation.
- One of the other PCs dragged you into it.

Background Connection You used to act in a traveling theater, and they remember you fondly (as do people in the places you visited).

Focus Connection Pick one other PC. That character has an extra item of regular equipment you gave them, either something you made or an item you just wanted to give them. (They choose the item.)

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.

Bookish

+2 to your Intellect Pool.
Granted from Calm

Possible GM intrusion from your focus:

An unexpected sleepwalking episode puts the character into a dangerous situation. A nightmare breaks free of a dream.

PORTRAIT

...SPECIAL ABILITIES

Inspire Aggression (2 Intellect points) Your words twist the mind of a character within short range who is able to understand you, unlocking their more primitive instincts. As a result, they gain an asset on their Might-based attack rolls for one minute. Action to initiate.

Spin Identity (2+ Intellect points) You convince all intelligent creatures who can see, hear, and understand you that you are someone or something other than who you actually are. You don't impersonate a specific individual known to the victim. Instead, you convince the victim that you are someone they do not know belonging to a certain category of people. "We're from the government." "I'm just a simple farmer from the next town over." "Your commander sent me." A disguise isn't necessary, but a good disguise will almost certainly be an asset to the roll involved. If you attempt to convince more than one creature, the Intellect cost increases by 1 point per additional victim. Fooled creatures remain so for up to an hour, unless your actions or other circumstances reveal your true identity earlier. Action.

Trivia You can come up with a random fact pertinent to the current situation when you wish it. This is always a matter of fact, not conjecture or supposition, and must be something you could have logically read or seen in the past. You can do this one time, although the ability is renewed each time you make a recovery roll.