

Arion

NAME _____

IS A **Naive** WHO **Adept**

DESCRIPTOR _____ TYPE _____

Masters Spells

FOCUS _____

TYPE, FLAVOR, OR OTHER _____

1 TIER

1 EFFORT

XP

MIGHT		SPEED		INTELLECT	
8	0	13	0	13	1
POOL	EDGE	POOL	EDGE	POOL	EDGE

RECOVERY ROLLS d6+2

1 ACTION 1 HOUR

10 MINS 10 HOURS

DAMAGE TRACK

IMPAIRED DEBILITATED

+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

Incorruptible You are trained in Intellect defense tasks and all tasks that involve resisting temptation.

Perception tasks You're wide-eyed. You are trained in perception tasks.

Light weapons (Practiced)

Heavy weapons (Inability)

Medium weapons (Inability)

Seeing through deceptions or determining someone's secret motive Any task that involves seeing through deceptions or determining someone's secret motive is hindered.

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

Ward You have a shield of energy around you at all times that helps deflect attacks. You gain +1 to Armor. Enabler.

Arcane Flare (1 Intellect point) You enhance the damage of another attack spell with an extra charge of energy so that it deals 1 additional point of damage. Alternatively, you attack a target within long range by projecting a flare of raw magic that inflicts 4 points of damage. Enabler for enhancement; action for long-range attack.

Hedge Magic (1 Intellect point) You can perform small tricks: temporarily change the color or basic appearance of a small object, cause small objects to float through the air, clean a small area, mend a broken object, prepare (but not create) food, and so on. You can't use Hedge Magic to harm another creature or object. Action.

Far Step (2 Intellect points) You leap through the air and land some distance away. You can jump up, down, or across to anywhere you choose within long range if you have a clear and unobstructed path to that location. You land safely. Action.

Push (2 Intellect points) You telekinetically push a creature or object an immediate distance in any direction you wish. You must be able to see the target, which must be your size or smaller, must not be affixed to anything, and must be within short range. The push is quick, and the force is too crude to be manipulated. For example, you can't use this ability to pull a lever or close a door. Action.

Fresh You add +1 to your recovery rolls.

ATTACKS

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



CYPHERS

Armor Reinforcer (Level 6, Manifest) The user's Armor gains an enhancement for twenty-four hours. Roll a d6 to determine the result. Rolled a 4. +2 to Armor, +5 against damage from fire.

Detonation (Sonic) (Level 4, Manifest) Projects a small physical explosive up to a long distance away that explodes with terrifying sound, deafening all in an immediate radius for ten minutes per cypher level.

Remembering (Level 2, Subtle) Allows the user to recall any one experience they've ever had. The experience can be no longer than one minute per cypher level, but the recall is perfect, so (for example) if they saw someone dial a phone, they will remember the number.

3

LIMIT

EQUIPMENT

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

1

ARMOR

MONEY

BACKGROUND

Adept

You master powers or abilities outside the experience, understanding, and sometimes belief of others. They might be magic, psychic powers, mutant abilities, or just a wide variety of intricate devices, depending on the setting. Adepts are usually thoughtful, intelligent types. They often think carefully before acting and rely heavily on their supernatural abilities. ("Magic" here is a term used very loosely. It's a catch-all for the kinds of wondrous, possibly supernatural things that your character can do that others cannot. It might actually be an expression of technological devices, channeling spirits, mutations, psionics, nanotechnology, or any number of other sources.)

Naive

You've lived a sheltered life. Your childhood was safe and secure, so you didn't get a chance to learn much about the world-and even less chance to experience it. Whether you were training for something, had your nose in a book, or just were sequestered in a secluded place, you haven't done much, met many people, or seen many interesting things so far. That's probably going to change soon, but as you go forward into a larger world, you do so without some of the understanding that others possess about how it all works.

Masters Spells

By specializing in spellcasting and keeping a spellbook, you can quickly cast spells of arcing lightning, rolling fire, creeping shadow, and summoning.

Choose how you became involved in the adventure:

- Someone told you that you should get involved.
- You needed money, and this seemed like a good way to earn some.
- You believed that you could learn a lot by joining the other PCs.
- Sounded like fun.

Background Connection Your family owns a large vineyard nearby known to all for its fine wine and fair business dealings.

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:

Advantageous Malfunction

A device being used against you malfunctions. It might harm the user or one of their allies for a round, or activate a dramatic and distracting side effect for a few rounds.

Convenient Idea

A flash of insight provides you with a clear answer or suggests a course of action with regard to an urgent question, problem, or obstacle you're facing.

Inexplicably Unbroken

An inactive, ruined, or presumed-destroyed device temporarily activates and performs a useful function relevant to the situation. This is enough to buy you some time for a better solution, alleviate a complication that was interfering with your abilities, or just get you one more use out of a depleted cypher or artifact.

Possible GM intrusion from your focus:

The spell goes wrong. The summoned creature turns on the caster. A rival spellcaster is drawn to the magic use.

PORTRAIT