

Serelith

NAME

IS A Risk-Taking Adept WHO

DESCRIPTOR

TYPE

Entertains

FOCUS

TYPE, FLAVOR, OR OTHER

1

TIER

1

EFFORT

XP

MIGHT

SPEED

INTELLECT

10

0

14

0

14

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

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

Levity Through wit, charm, humor, and grace, you are trained in all social interactions other than those involving coercion or intimidation. During rests, you put friends and comrades at ease so much that they gain +1 to their recovery rolls. Enabler.

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.

Onslaught (1 Intellect point) You attack a foe using energies that assail either their physical form or their mind. In either case, you must be able to see your target. If the attack is physical, you emit a short-range ray of force that inflicts 4 points of damage. If the attack is mental, you focus your mental energy to blast the thought processes of another creature within short range. This mindslice inflicts 2 points of Intellect damage (ignores Armor). Some creatures without minds (such as robots) might be immune to your mindslice. 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.

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ATTACKS

Punch A light might attack doing 2 damage. A right jab.



CYPHERS

Infiltrator (Level 1, Manifest) Tiny capsule launches and moves at great speed, mapping and scanning an unknown area. It moves 500 feet (150 m) per level, scanning an area up to 50 feet (15 m) per level away from it. It identifies basic layout, creatures, and major energy sources and either transmits this information back to the user (perhaps by telepathy or an electronic signal) or returns to the user to show what it saw. Its movement is blocked by any physical or energy barrier.

Nullification Ray (Level 9, Manifest) The user can immediately end one ongoing effect within long range that is produced by an artifact, cypher, or special ability.

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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.

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.)

Risk Taking

It's part of your nature to question what others think can't or shouldn't be done. You're not insane, of course—you wouldn't attempt to leap across a mile-wide chasm just because you were dared. There's impossible and then there's the just barely possible. You like to push the latter further than others, because it gives you a rush of satisfaction and pleasure when you succeed. The more you succeed, the more you find yourself looking for that next risky challenge to try yourself against.

Entertains

You perform, mostly for the benefit of others.

Choose how you became involved in the adventure:

- It seemed like there were equal odds that the other PCs wouldn't succeed, which sounded good to you.
- You think the tasks ahead will present you with unique and fulfilling challenges.
- One of your biggest risks failed to go your way, and you need money to help pay that debt.
- You bragged that you never saw a risk you didn't like, which is how you reached your current point.

Background Connection You hail from a distant place where you were well known and regarded, but people here treat you with suspicion.

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:

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.

Nimble

+4 to your Speed Pool.

Granted from Risk Taking

Possible GM intrusion from your focus:

The audience is annoyed or offended. Musical instruments break. Paints dry in their pots. The words to a poem or song are forgotten.

PORTRAIT

...SPECIAL ABILITIES

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.

Pressing Your Luck You can choose to automatically succeed on one task without rolling, as long as the task's difficulty is no higher than 6. When you do so, however, you also trigger a GM intrusion as if you had rolled a 1. The intrusion doesn't invalidate the success, but it probably qualifies it in some fashion. You can do this one time, although the ability renews each time you make a ten-hour recovery roll.

...CYPHERS

Skill Boost (Level 2, Subtle) Dramatically but temporarily alters the user's mind and body so they can ease one specific kind of physical action by three steps. Once activated, this boost can be used a number of times equal to the cypher's level, but only within a twenty-four-hour period. The boost takes effect each time the action is performed. For example, a level 3 cypher boosts the first three times that action is attempted. Roll a d100 to determine the action. Rolled a 22. Ranged attack.