

Zephara

NAME

ISA Honorable Explorer WHO

DESCRIPTOR

TYPE

Descends From Nobility

FOCUS

TYPE, FLAVOR, OR OTHER

1

TIER

1

EFFORT

XP

MIGHT

SPEED

INTELLECT

14

1

13

0

9

0

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

Discerning people's true motives or seeing through lies You are trained in discerning people's true motives or seeing through lies.

Pleasant social interactions You are trained in pleasant social interactions.

Light weapons (Practiced)

Medium weapons (Practiced)

Heavy 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

Knowledge Skills You are trained in two skills in which you are not already trained. Choose two areas of knowledge such as history, geography, archeology, and so on. You can select this ability multiple times. Each time you select it, you must choose two different skills. Enabler.

Privileged Nobility You are adept at claiming the rewards that a noble background can generate. When recognized, you can be seated at any eating establishment no matter how full, get a room in an inn even if that means others are turned out, be let into any court or other structure where laws are decided or nobility rules, be invited to any gala, and get a seat at a private function of any sort. In addition, you are trained in persuasion. Enabler.

Trained Without Armor You are trained in Speed defense tasks when not wearing armor. Enabler.

Surging Confidence (1 Might point) When you use an action to make your first recovery roll of the day, you immediately gain another action. Enabler.

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.

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

Antivenom (Level 7, Manifest) Renders user immune to poisons of the cypher's level or lower for one hour per cypher level (and ends any such ongoing effects, if any, already in the user's system).

Uninterruptible Power Source (Level 8, Manifest) Provides power to another device for up to a day. The device to be powered can be as simple as a light source or as complex as a small starcraft, assuming the cypher's level is equal to the item's power requirements. A desk lamp is a level 1 power requirement, a car engine is a level 5 power requirement, and a starship is a level 10 power requirement.

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LIMIT

EQUIPMENT

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

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.

Honorable

You are trustworthy, fair, and forthright. You try to do what is right, to help others, and to treat them well. Lying and cheating are no way to get ahead—these things are for the weak, the lazy, or the despicable. You probably spend a lot of time thinking about your personal honor, how best to maintain it, and how to defend it if challenged. In combat, you are straightforward and offer quarter to any foe.

You were likely instilled with this sense of honor by a parent or a mentor. Sometimes the distinction between what is and isn't honorable varies with different schools of thought, but in broad strokes, honorable people can agree on most aspects of what honor means.

Descends From Nobility

A descendent of wealth and power, you carry a noble title and the abilities granted by a privileged upbringing.

Choose how you became involved in the adventure:

- The PCs' goals appear to be honorable and commendable.
- You see that what the other PCs are about to do is dangerous, and you'd like to help protect them.
- One of the other PCs invited you, hearing of your trustworthiness.
- You asked politely if you could join the other PCs in their mission.

Background Connection You worked as a small-time criminal operative until you were caught and served some time in jail, after which you tried to go straight.

Focus Connection Pick one other PC. They appear to have a treasured item that was once yours, but that you lost in a game of chance years ago.

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.

Stalwart

+2 to your Might Pool.

Granted from Honorable

Possible GM intrusion from your focus:

Debts incurred by a family are owed by the character. A long-lost sibling seeks to disinherit rivals. An assassin finds the character.

PORTRAIT