

Elowyn

NAME

IS A **Intuitive** Speaker WHO
DESCRIPTOR TYPE

Keeps A Magic Ally

FOCUS

TYPE, FLAVOR, OR OTHER

1 TIER	1 EFFORT	XP
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MIGHT		SPEED		INTELLECT	
10	0	11	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
Perception tasks You are trained in perception tasks.

Light weapons (Practiced)

Heavy weapons (Inability)

Medium weapons (Inability)

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

Bound Magic Creature You have a level 3 magic ally bound to a physical object (perhaps a minor djinn bound to a lamp, a lesser demon bound to a coin, or a spirit bound to a mirror). The magic ally doesn't yet have the full power that one of its kind could possess when mature. Normally, the ally remains quiescent in its bound object. When you use an action to manifest it, it appears next to you as a creature that can converse with you. The creature has its own personality determined by the GM and is a level higher than its base level for one area of knowledge (such as local history). The GM determines whether the magic ally has a long-term goal of its own. Each time the magic ally becomes physically manifest, it remains so for up to one hour. During that period, it accompanies you and follows your instructions. The magic ally must remain an immediate distance from you; if it moves farther away, it is yanked back into its object at the end of your following turn and cannot return until after your next ten-hour recovery roll. It doesn't attack creatures, but it can use its action to serve as an asset for any one attack you make on your turn. Otherwise, it can take actions on its own (though you'll likely roll for it). If the creature is reduced to 0 health, it dissipates. It reforms in its object in 1d6 + 2 days. If you lose the bound object, you retain a sense of the direction in which it lies. Action to manifest the magic creature.

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

Intelligence Enhancement (Level 4, Subtle) All of the user's tasks involving intelligent deduction—such as playing chess, inferring a connection between clues, solving a mathematical problem, finding a bug in computer code, and so on—are eased by two steps for one hour. In the subsequent hour, the strain hinders the same tasks by two steps.

Strength Enhancer (Level 4, Subtle) All noncombat tasks involving raw strength—such as breaking down a door, lifting a heavy boulder, forcing open elevator doors, competing in a weightlifting competition, and so on—are eased by two steps for one hour.

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.

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.

Intuitive

You are often tickled by a sense of knowing what someone will say, how they will react, or how events might unfold. Maybe you have a mutant sense, maybe you can see just a few moments ahead through time, or maybe you're just good at reading people and extrapolating a situation. Whatever the case, many who look into your eyes immediately glance away, as if afraid of what you might see in their expression.

Keeps A Magic Ally

An allied magic creature bound to an object (such as a minor djinn in a lamp, or a ghost in a pipe) is your friend, protector, and weapon.

Choose how you became involved in the adventure:

- You just knew you had to come along.
- You convinced one of the other PCs that your intuition is invaluable.
- You felt that something terrible would happen if you didn't go.
- You're confident the reason you arrived at this point will soon become clear.

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 accidentally learned something they were trying to keep a secret.

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.

Innate

+2 to your Intellect Pool.

Granted from Intuitive

Possible GM intrusion from your focus:

The creature unexpectedly disappears into its bound object. The bound object cracks. The creature disagrees and doesn't do as asked. The creature says it's leaving unless a task is performed for it.

PORTRAIT

...SPECIAL ABILITIES

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.

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.

Erase Memories (3 Intellect points) You reach into the mind of a creature within immediate range and make an Intellect roll. On a success, you erase up to the last five minutes of its memory. Action.

Know What To Do You can act immediately, even if it's not your turn. Afterward, on your next regular turn, any action you take is hindered. You can do this one time, although the ability is renewed each time you make a recovery roll.