

Nymeria

NAME _____

IS A **Skeptical** Explorer **WHO**

DESCRIPTOR TYPE

Was Foretold

FOCUS _____

TYPE, FLAVOR, OR OTHER _____

1 TIER

1 EFFORT

XP

MIGHT		SPEED		INTELLECT	
13	1	12	1	11	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

Identifying You're trained in identifying.

Seeing through a trick, an illusion, a rhetorical ruse designed to evade the issue, or a lie You're trained in all actions that involve seeing through a trick, an illusion, a rhetorical ruse designed to evade the issue, or a lie. For example, you're better at keeping your eye on the cup containing the hidden ball, sensing an illusion, or realizing if someone is lying to you (but only if you specifically concentrate and use this skill).

Heavy weapons (Practiced)

Light weapons (Practiced)

Medium weapons (Practiced)

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

Improved Edge Choose one of your Edge stats that is 0. It increases to 1. Enabler.

No Need For Weapons When you make an unarmed attack (such as a punch or kick), it counts as a medium weapon instead of a light weapon. Enabler.

Interaction Skills You are trained in two skills in which you are not already trained. Choose two of the following: deceiving, persuading, public speaking, seeing through deception, or intimidation. You can select this ability multiple times. Each time you select it, you must choose two different skills. Enabler.

Knowing You are trained in one area of knowledge of your choice. Enabler.

Practiced With All Weapons You become practiced with light, medium, and heavy weapons and suffer no penalty when using any kind of weapon. Enabler.

Fleet Of Foot (1+ Speed point) You can move a short distance as part of another action. You can move a long distance as your entire action for a turn. If you apply a level of Effort to this ability, you can move a long distance and make an attack as your entire action for a turn, but the attack is hindered. Enabler.

ATTACKS

Medium Weapon A medium might attack doing 4 damage. A medium weapon of your choice. Granted from Starting Equipment.

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



CYPHERS

Darksight (Level 4, Subtle) Grants the ability to see in the dark for five hours per cypher level. (For a more realistic game, this cypher could instead make the user specialized in low-light spotting.)

Friction Reducer (Level 1, Manifest) Spread across an area up to 10 feet (3 m) square, this makes things extremely slippery. For one hour per cypher level, movement tasks in the area are hindered by three steps.

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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.

Skeptical

You possess a questioning attitude regarding claims that are often taken for granted by others. You're not necessarily a "doubting Thomas" (a skeptic who refuses to believe anything without direct personal experience), but you've often benefited from questioning the statements, opinions, and received knowledge presented to you by others.

Was Foretold

You are the "chosen one," and prophecy, prediction, prognostication, or some other method of determination expects great things of you one day.

Choose how you became involved in the adventure:

- You overheard other PCs holding forth on a topic with an opinion you were quite skeptical about, so you decided to approach the group and ask for proof.
- You were following one of the other PCs because you were suspicious of him, which brought you into the action.
- Your theory about the nonexistence of the supernatural can be invalidated only by your own senses, so you came along.
- You need money to fund your research.

Background Connection Your father is a high-ranking officer in the military with many connections.

Focus Connection Pick one other PC. You worked together in the past, and the job ended badly.

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.

Insightful

+2 to your Intellect Pool.

Granted from Skeptical

Possible GM intrusion from your focus:

An enemy described in prophecy appears. Unbelievers threaten to ruin the moment. The character gains a reputation in outside circles as a fraud.

PORTRAIT