

Thandor

NAME _____

IS A **Dishonorable** WHO **Adept**

DESCRIPTOR _____ TYPE _____

Crafts Illusions

FOCUS _____

TYPE, FLAVOR, OR OTHER _____

1 TIER

1 EFFORT

XP

| MIGHT | | SPEED | | INTELLECT | |
|-------|------|-------|------|-----------|------|
| 8 | 0 | 17 | 0 | 13 | 1 |
| POOL | EDGE | POOL | EDGE | POOL | EDGE |

RECOVERY ROLLS d6+1

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

Deception You are trained in deception.

Intimidation You are trained in intimidation.

Stealth You are trained in stealth.

Light weapons (Practiced)

Heavy weapons (Inability)

Medium weapons (Inability)

Pleasant social interactions People don't like or trust you. Pleasant social interactions are 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.

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.

Minor Illusion (1 Intellect point) You create a single image of a creature or object within immediate range. The image must fit within a 10-foot (3 m) cube. The image can move (for example, you could make the illusion of a person walk or attack), but it can't leave the area defined by the cube. The illusion includes sound but not smell. It lasts for ten minutes, but if you want to change the original illusion significantly-such as making a creature appear to be wounded-you must concentrate on it again (though doing so doesn't cost additional Intellect points). If you move beyond immediate range of the cube, the illusion vanishes. Action to create; action to modify.

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.

continued...

ATTACKS

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



CYPHERS

Antivenom (Level 3, 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).

Best Tool (Level 1, Subtle) Provides an additional asset for any one task using a tool, even if that means exceeding the normal limit of two assets.

Intelligence Enhancement (Level 1, 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.

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.)

Dishonorable

There is no honor among thieves-or betrayers, backstabbers, liars, or cheats. You are all of these things, and either you don't lose any sleep over it, or you deny the truth to others or to yourself. Regardless, you are willing to do whatever it takes to get your own way. Honor, ethics, and principles are merely words. In your estimation, they have no place in the real world.

Crafts Illusions

You fashion images from light that are so perfect they seem real.

Choose how you became involved in the adventure:

- You are interested in what the PCs are doing, so you lied to them to get into their group.
- While skulking about, you overheard the PCs' plans and realized that you wanted in.
- One of the other PCs invited you, having no idea of what you're truly like.
- You bullied your way in with intimidation and bluster.

Background Connection You served as an apprentice for an Adept respected and feared by many people. Now you bear their mark.

Focus Connection Pick one other PC. You were once hired to track down someone who was close to that character.

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.

Sneaky

+4 to your Speed Pool.

Granted from Dishonorable

Possible GM intrusion from your focus:

The illusion isn't believable. The illusion is pierced at just the wrong moment.

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.

Just Desserts When the GM gives another player an experience point to award to someone for a GM intrusion, that player cannot give it to you.