

Vaelor

NAME _____

IS A **Jovial** Speaker WHO

DESCRIPTOR TYPE

Controls Beasts

FOCUS _____

TYPE, FLAVOR, OR OTHER _____

1 TIER

1 EFFORT

XP

MIGHT		SPEED		INTELLECT	
8	0	10	0	18	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

Pleasant social interaction You're convivial and set most people at ease with your attitude. You are trained in all tasks related to pleasant social interaction.

Solving puzzles and riddles You have an advantage in figuring out the punch lines of jokes you've never heard before. You are trained in all tasks related to solving puzzles and riddles.

Light weapons (Practiced)

Heavy weapons (Inability)

Medium 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

Babel After hearing a language spoken for a few minutes, you can speak it and make yourself understood. If you continue to use the language to interact with native speakers, your skills improve rapidly, to the point where you might be mistaken for a native speaker after just a few hours of speaking the new language. Enabler.

Beast Companion A level 2 creature of your size or smaller accompanies you and follows your instructions. You and the GM must work out the details of your creature, and you'll probably make rolls for it in combat or when it takes actions. The beast companion acts on your turn. As a level 2 creature, it has a target number of 6 and 6 health and it inflicts 2 points of damage. Its movement is based on its creature type (avian, swimmer, and so on). If your beast companion dies, you can hunt in the wild for 1d6 days to find a new one. Enabler. (A creature's level determines its target number, health, and damage, unless otherwise stated. So a level 2 beast companion has a target number of 6 and a health of 6, and it inflicts 2 points of damage. A level 4 beast companion has a target number of 12 and a health of 12, and it inflicts 4 points of damage. And so on.)

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.

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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

Curative (Level 5, Subtle) Restores a number of points equal to the cypher's level to the user's Might Pool.

Poison (Mind Disrupting) (Level 6, Manifest) The victim suffers Intellect damage equal to the cypher's level and cannot take actions for a number of rounds equal to the cypher's level.

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.

Jovial

You're cheerful, friendly, and outgoing. You put others at ease with a big smile and a joke, possibly one at your own expense, though lightly ribbing your companions who can take it is also one of your favorite pastimes. Sometimes people say you never take anything seriously. That's not true, of course, but you have learned that to dwell on the bad too long quickly robs the world of joy. You've always got a new joke in your back pocket because you collect them like some people collect bottles of wine.

Controls Beasts

Your ability to communicate and lead beasts is uncanny.

Choose how you became involved in the adventure:

- You solved a riddle before realizing that answering it would launch you into the adventure.
- The other PCs thought you'd bring some much-needed levity to the team.
- You decided that all fun and no work was not the best way to get through life, so you joined up with the PCs.
- It was either go with the PCs or face up to a circumstance that was anything but jovial.

Background Connection Your grandparents raised you on a farm far from bustling urban centers. You like to think the instruction they gave you prepared you for anything.

Focus Connection Pick one other PC. You accidentally caught them in a trap you set, and they had to get free on their own.

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.

Witty

+2 to your Intellect Pool.

Granted from Jovial

Possible GM intrusion from your focus:

The community is reluctant to welcome dangerous animals. Out-of-control beasts become a real hazard.

PORTRAIT

...SPECIAL ABILITIES

Inspire Aggression (2 Intellect points) Your words twist the mind of a character within short range who is able to understand you, unlocking their more primitive instincts. As a result, they gain an asset on their Might-based attack rolls for one minute. Action to initiate.

Spin Identity (2+ Intellect points) You convince all intelligent creatures who can see, hear, and understand you that you are someone or something other than who you actually are. You don't impersonate a specific individual known to the victim. Instead, you convince the victim that you are someone they do not know belonging to a certain category of people. "We're from the government." "I'm just a simple farmer from the next town over." "Your commander sent me." A disguise isn't necessary, but a good disguise will almost certainly be an asset to the roll involved. If you attempt to convince more than one creature, the Intellect cost increases by 1 point per additional victim. Fooled creatures remain so for up to an hour, unless your actions or other circumstances reveal your true identity earlier. Action.