

Insen

NAME _____

IS A **Tongue-Tied** Explorer WHO

DESCRIPTOR TYPE

Consorts With The Dead

FOCUS _____

TYPE, FLAVOR, OR OTHER _____

1 TIER	1 EFFORT	XP
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MIGHT		SPEED		INTELLECT	
14	1	14	0	10	0
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 <input type="checkbox"/> 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
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SKILLS

Initiative (unless it's a social situation) You are trained in initiative (unless it's a social situation).

Perception You are trained in perception.

Light weapons (Practiced)

Medium weapons (Practiced)

Heavy weapons (Inability)

Social interaction All tasks relating to social interaction are hindered.

Verbal communication or relaying information All tasks involving verbal communication or relaying information are hindered.

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

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.

Decipher (1 Intellect point) If you spend one minute examining a piece of writing or code in a language you do not understand, you can make an Intellect roll of difficulty 3 (or higher, based on the complexity of the language or code) to get the gist of the message. Action to initiate.

Speaker For The Dead (2+ Intellect points) You can ask a question of a dead being whose corpse you are touching. Because the answer comes through the filter of the being's understanding and personality, it can't answer questions that it wouldn't have understood in life, and it can't provide answers that it wouldn't have known in life. In fact, the being is not compelled to answer at all, so you might need to interact with it in a way that would have convinced it to answer while it was alive. For each additional Intellect point you spend when you activate the ability, you can ask the being an additional question. Action.

Danger Sense (1 Speed point) Your initiative task is eased. You pay the cost each time the ability is used. 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

Remote Viewer (Level 2, Manifest) For one hour per cypher level, the user can see everything going on in the vicinity of the cypher, regardless of the distance between them.

Spy (Level 3, Manifest) Produces a tiny spying object that resists detection as a level 8 creature. The object moves at great speed, mapping and scanning an unknown area. It moves 500 feet (150 m) per level, scanning an area up to 50 feet (15 m) away from it. It identifies basic layout, creatures, and major energy sources. Its movement is blocked by any physical or energy barrier. At the end of its mapping run, it returns to the user and reports. If it discovers a predefined target during its run (such as "a creature of level 5 or higher," "a locked door," "a major energy source," and so on), it detonates instead, dealing damage equal to the cypher's level (half electrical damage, half shrapnel damage) to all creatures and objects in short range.

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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.

Tongue Tied

You've never been much of a talker. When forced to interact with others, you never think of the right thing to say-words fail you entirely, or they come out all wrong. You often end up saying precisely the wrong thing and insult someone unintentionally. Most of the time, you just keep mum. This makes you a listener instead-a careful observer. It also means that you're better at doing things than talking about them. You're quick to take action.

Consorts With The Dead

The dead answer your questions, and their reanimated corpses serve you.

Choose how you became involved in the adventure:

- You just tagged along and no one told you to leave.
- You saw something important the other PCs did not and (with some effort) managed to relate it to them.
- You intervened to save one of the other PCs when they were in danger.
- One of the other PCs recruited you for your talents.

Background Connection You were a star high school athlete. You're still in great shape, but those were the glory days, man.

Focus Connection Pick one other PC. That character doesn't seem to approve of your methods.

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.

Actions, Not Words

+2 to your Might Pool, and +2 to your Speed Pool.

Granted from Tongue Tied

Possible GM intrusion from your focus:

The character's necromantic reputation precedes them. A corpse seeks revenge for being reanimated.

PORTRAIT