

# Faelara

NAME \_\_\_\_\_

ISA **Beneficent** Adept WHO

DESCRIPTOR \_\_\_\_\_ TYPE \_\_\_\_\_

Sees Beyond \_\_\_\_\_

FOCUS \_\_\_\_\_

TYPE, FLAVOR, OR OTHER \_\_\_\_\_

**1** TIER

**1** EFFORT

XP

MIGHT		SPEED		INTELLECT	
10	0	12	0	12	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, putting other people at ease, and gaining trust** You're trained in all tasks related to pleasant social interaction, putting other people at ease, and gaining trust.

**Light weapons (Practiced)**

**Heavy weapons (Inability)**

**Medium weapons (Inability)**

**While you are alone, all intellect and speed tasks** While you are alone, all Intellect and Speed tasks 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

**See The Unseen** You can automatically perceive creatures and objects that are normally invisible, out of phase, or only partially in this universe. When looking for things more conventionally hidden, the task is eased. Enabler.

**Magic Training** You are trained in the basics of magic (including the operation of magic artifacts and cyphers) and can attempt to understand and identify its properties. 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.

**Resonance Field (1 Intellect point)** Faint lines in a color you choose form a tracery over your entire body and emit faint light. The effect lasts for one minute. Whenever a creature within immediate range makes an attack against you, the pattern energizes to block the attack. You can make an Intellect defense roll in place of the defense roll you would normally make. If you do so and you get a minor effect, the creature attacking you takes 1 point of damage. If you get a major effect, the creature attacking you takes 4 points of damage. Action to initiate.

**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.

*continued...*

ATTACKS

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



CYPHERS

**Blackout (Level 3, Manifest)** An area within immediate range of the user becomes secure against any effect outside the area that sees, hears, or otherwise senses what occurs inside. To outside observers, the area is a "blur" to any sense applied. Taps, scrying sensors, and other direct surveillance methods are also rendered inoperative within the area for a day.

**Density (Level 5, Manifest)** For the next day, each time the user strikes a solid creature or object with a weapon, the weapon suddenly increases dramatically in weight, causing the blow to inflict 2 additional points of damage.

**Detonation (Massive) (Level 8, Manifest)** Projects a small physical explosive up to a long distance away that explodes in a short-range radius, inflicting damage equal to the cypher's level. Roll a d100 to determine the type of damage. Rolled a 32. Electrical discharge.

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.

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.)

### Beneficent

Helping others is your calling. It's why you're here. Others delight in your outgoing and charitable nature, and you delight in their happiness. You're at your best when you're aiding people, either by explaining how they can best overcome a challenge or by demonstrating how to do so yourself.

### Sees Beyond

You have a psychic sense that allows you to see what others cannot.

### Choose how you became involved in the adventure:

- Even though you didn't know most of the other PCs beforehand, you invited yourself along on their quest.
- You saw the PCs struggling to overcome a problem and selflessly joined them to help.
- You're nearly certain the PCs will fail without you.
- The choice was between your tattered life and helping others. You haven't looked back since.

**Background Connection** You trained for a time with a group of influential Adepts, and they still look upon you with fondness.

**Focus Connection** Pick one other PC. That character comes from the same place you do, and you knew each other as children.

## 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.

### Possible GM intrusion from your focus:

Some secrets are too terrible to know.

## PORTRAIT

### ...SPECIAL ABILITIES

**Altruistic** If you're standing next to a creature that takes damage, you can intercede and take 1 point of that damage yourself (reducing the damage inflicted on the creature by 1 point). If you have *Armor*, it does not provide a benefit when you use this ability.

**Generous** Allies who have spent the last day with you add +1 to their recovery rolls.

**Helpful** Whenever you help another character, that character gains the benefit as if you were trained even if you are not trained or specialized in the attempted task.