

Arenos

NAME

IS A

Exiled

Explorer

WHO

DESCRIPTOR

TYPE

Masters Weaponry

FOCUS

POOL

EDGE

TRACK POOLS

12

MIGHT

1

D +2 Might

14

SPEED

1

10

INTELLECT

0

TIER

1

EFFORT

1

You can apply one level of Effort by spending 3 points from a Pool (minus that Pool's Edge, if any).

XP

You gain experience points (XP) during the game, usually from GM intrusions. You can spend 1 XP to reroll any roll in the game.

RECOVERY ROLLS

You regain points to your Pools each time you rest, up to four times a day, but each rest takes longer.

1d6 +

1



1 ACTION



10 MINS



1 HOUR



10 HOURS

DAMAGE

At 0 points in one Pool, you are impaired.

TRACK

At 0 points in two Pools, you are debilitated.



Impaired +1 Effort per level, ignore minor & major results, combat rolls of 17–20 deal only +1 damage.



Debilitated Can only move an immediate distance; if Speed Pool is 0, cannot move.

D **F** **T** indicate whether something is from your descriptor, type, or focus. You can ignore those symbols while playing.



CYPHER
SYSTEM

SKILLS

Training eases a task's difficulty. Inability hinders it.

- T** Speed defense when not wearing armor (trained)
- D** sneaking (trained)
- T** tracking (trained)
- T** geography (trained)
- D** social interaction (inability)
- T** foraging, hunting, finding places to rest (trained)
- F** crafting bows and arrows (trained)

SPECIAL ABILITIES

Some special abilities take your whole action to use (action); others can be used as part of another action (enabler). Many have a Pool cost, though Edge may bring that cost to 0.

- T** **Danger Sense (1 Speed point):** When the GM has you roll for initiative, you can choose to pay the cost for this ability to ease your initiative task. Enabler.
- D** **Loner:** When someone uses their action to help you, if they're trained or specialized in that task, they actually aren't able to help you.
- F** **Weapon Master:** You inflict an additional 1 point of damage with your bow (already included in your Attacks info). Enabler.
- F** **Weapon Crafter:** You are trained in crafting bows and arrows. Enabler.
- F** **Weapons:** You can use light and medium weapons. Attacks with heavy weapons are hindered.
- T** **Improved Edge:** Your Speed Edge increases from 0 to 1. Enabler.
- T** **Trained Without Armor:** When not wearing armor, you are trained in Speed defense tasks. Enabler.
- T** **Knowledge Skills:** Trained in geography and tracking. Enabler.
- D** **Self-reliant:** Your Might Pool is increased by +2.

ATTACKS

You can attack and move an immediate distance as one action.

Weapon

Damage

Bow (medium weapon, long range)

5

Broadsword (medium weapon)

4

ARMOR

0

CYPHERS

YOU CAN BEAR

2

CYPHERS AT A TIME

Cyphers are one-use items; cross them off your sheet once you use them. Don't worry, you'll find more.

- Potion of soothed reflexes, level 4: restores 4 points to your Speed Pool
- Potion of darksight, level 3: see in the dark for fifteen hours

EQUIPMENT

- **F** High-quality bow (medium weapon)
- Arrows (24)
- Broadsword (medium weapon)
- Clothing
- Backpack
- Torches (3)
- Hard rations (2 days)
- Rope
- Signal horn
- Bag of light tools (for crafting)
- **D** Tarnished silver ring (a memento of your past)

VALUABLES

• 17 gold coins

Tactics: Use Danger Sense if you want a better chance of going first in combat. Attack with your bow if possible; it's your best weapon. You only have one ability that costs points to use (Danger Sense), so that means you can afford to spend Effort to make your rolls better (especially attacks, Speed defense, and sneaking).



BACKGROUND

You have walked a long and lonely road, leaving your home and your life behind after you were accused of a crime you didn't commit. Now you're trying to forget the past and focus on what lies ahead of you—danger, discovery, and survival.

(You can be any sort of fantasy species you want—human, elf, dwarf, lizardfolk, and so on. This doesn't change your stats—the Cypher System lets you choose these details as flavor for your character without changing the numbers.)

OTHER PCs

Ethan talks too much, but their magic is very useful and dependable.

Grunket is very strong, and a good person to have on your side, even if they're a little preachy sometimes.

Rallan is good with books and fire magic, but otherwise I don't know them very well.

Vemmil and I are a lot alike, and they could be a good friend if I made the effort.

IMPORTANT NPCs

Ethan

NAME

IS A

Clever

Speaker

WHO

DESCRIPTOR

TYPE

Works Miracles

FOCUS

POOL

10

MIGHT

EDGE

0

TRACK POOLS

10

SPEED

0

16

INTELLECT

1

+2 Intellect

TIER

1

EFFORT

1

You can apply one level of Effort by spending 3 points from a Pool (minus that Pool's Edge, if any).

XP

You gain experience points (XP) during the game, usually from GM intrusions. You can spend 1 XP to reroll any roll in the game.

RECOVERY ROLLS

You regain points to your Pools each time you rest, up to four times a day, but each rest takes longer.

1d6 +

1

1 ACTION

10 MINS

1 HOUR

10 HOURS

DAMAGE

At 0 points in one Pool, you are impaired.

TRACK

At 0 points in two Pools, you are debilitated.

Impaired

+1 Effort per level, ignore minor & major results, combat rolls of 17–20 deal only +1 damage.

Debilitated

Can only move an immediate distance; if Speed Pool is 0, cannot move.

D F T indicate whether something is from your descriptor, type, or focus. You can ignore those symbols while playing.



CYPHER SYSTEM

SKILLS

Training eases a task's difficulty. Inability hinders it.

- D** persuading (trained)
- D** public speaking (trained)
- D** lies and trickery (trained)
- D** resisting mental effects (trained)
- F** assessing danger/lies/importance/power (trained)
- T** lore, knowledge, or understanding (inability)

SPECIAL ABILITIES

Some special abilities take your whole action to use (action); others can be used as part of another action (enabler). Many have a Pool cost, though Edge may bring that cost to 0.

- F** **Healing Touch (1 Intellect point):** You restore 1d6 points to one stat Pool of a touched creature (a difficulty 2 Intellect task). Each time you heal the same creature, the task is hindered by an additional step, (difficulty resets when they rest for ten hours). Action.
- D** **Anecdote (2 Intellect points):** Tell a story to help your allies on one kind of task. For the next hour, those who listened are trained in a task you choose (other than attacks or defenses) that's related to the anecdote. Action to initiate, one minute to complete.
- D** **Demeanor of Command (2 Intellect points):** You project confidence, knowledge, and charisma. For the next hour, those who see you understand that you are someone important, accomplished, and with authority. When you speak, strangers who are not already attacking give you at least a round to have your say. You can ask a group to produce their leader or take you to their leader. You gain a free level of Effort that can be applied to one persuasion task you attempt during this hour. Action to initiate.
- D** **Encouragement (1 Intellect point):** While you orate inspirationally, your allies within short range ease one of the following task types (your choice): defense tasks, attack tasks, or tasks related to any skill that you are trained or specialized in. Action.
- D** **Interaction Skills:** Trained in persuading & public speaking. Enabler.
- D** **Weapons:** You can use light weapons. Your attacks with medium and heavy weapons are hindered.
- D** **Smart:** Your Intellect Pool is increased by +2.

ATTACKS

You can attack and move an immediate distance as one action.

Weapon

Damage

Dagger (light weapon, melee or short range, attack eased)

2

ARMOR

0

CYPHERS

YOU CAN BEAR

2

CYPHERS AT A TIME

Cyphers are one-use items; cross them off your sheet once you use them. Don't worry, you'll find more.

- Scroll of remove curse, level 5: removes one curse up to level 5
- Potion of perfection, level 6: treat your next action as if you had rolled a natural 20

EQUIPMENT

- **D** Very fancy dagger
- Clothing
- Spare dagger
- Backpack
- Bedroll
- Burlap sack
- Tent
- Lantern
- Hard rations (3 days)

VALUABLES

- 23 gold coins

Tactics: Sometimes you can stop a situation from turning into a fight by using Demeanor of Command and negotiating with the opposing leader. You're not personally good at combat, but by using Encouragement you can make all of your allies better at attacking or defending.



BACKGROUND

You're quick-witted, thinking well on your feet. Because you easily see things for what they are, you get the lay of the land swiftly, size up threats and allies, and assess situations with accuracy. With your engaging personality and a few magical prayers you learned along the way, you've become a traveling preacher and adventurer.

(You can be any sort of fantasy species you want—human, halfling, elf, and so on. This doesn't change your stats—the Cypher System lets you choose these details as flavor for your character without changing the numbers.)

OTHER PCs

Arenos is a quiet one and doesn't usually respond to my polite conversation; maybe that's a sign I should stop bothering them, or maybe it's a challenge to get them to open up.

Grunket has the same talent for talking that I do, and is a great protector when a crowd gets too unruly.

Rallan would rather read a book than talk to people—how boring!

Vemmil is almost as good at lying as I am. I wonder what's their story?

IMPORTANT NPCs



Grunket

NAME

IS A **Honorable** **Warrior** WHO

DESCRIPTOR

TYPE

Masters Defense

FOCUS

POOL

14 MIGHT

EDGE

1

TRACK POOLS

12 SPEED

0

10 INTELLECT

0

+2 Intellect

TIER

1

EFFORT

1

You can apply one level of Effort by spending 3 points from a Pool (minus that Pool's Edge, if any).

XP

You gain experience points (XP) during the game, usually from GM intrusions. You can spend 1 XP to reroll any roll in the game.

RECOVERY ROLLS

You regain points to your Pools each time you rest, up to four times a day, but each rest takes longer.

1d6 + 1

1 ACTION

10 MINS

1 HOUR

10 HOURS

DAMAGE

At 0 points in one Pool, you are impaired.

TRACK

At 0 points in two Pools, you are debilitated.

Impaired +1 Effort per level, ignore minor & major results, combat rolls of 17–20 deal only +1 damage.

Debilitated Can only move an immediate distance; if Speed Pool is 0, cannot move.

D **F** **T** indicate whether something is from your descriptor, type, or focus. You can ignore those symbols while playing.



CYPHER SYSTEM

SKILLS

Training eases a task's difficulty. Inability hinders it.

- D** pleasant social interactions (trained)
- D** discerning motives (trained)
- F** seeing through lies (trained)
- F** Speed defense when using Shield Master (trained)
- T** climbing (trained)
- T** jumping (trained)

SPECIAL ABILITIES

Some special abilities take your whole action to use (action); others can be used as part of another action (enabler). Many have a Pool cost, though Edge may bring that cost to 0.

- T** **Control the Field (1 Might point):** Make a melee attack. Your attack inflicts 1 less point of damage than normal, and regardless of whether you hit the target, you maneuver them into a position you desire within immediate range. Action.
- F** **Shield Master:** When you use a shield, in addition to the asset it normally gives you (easing your Speed defense tasks), you can act as if you are trained in Speed defense tasks. However, in any round in which you use this benefit, your attacks are hindered. Enabler.
- T** **Weapons:** You can use light, medium, and heavy weapons.
- T** **Combat Prowess:** Your melee attacks inflict +1 point of damage (already included in your Attacks). Enabler.
- T** **Physical Skills:** Trained in climbing and jumping. Enabler.
- T** **Practiced in Armor:** You can wear light, medium, or heavy armor without it slowing you down too much (normally chainmail adds +3 to the cost of using Speed Effort, but for you it's just +2). Enabler.

ATTACKS

You can attack and move an immediate distance as one action.

Weapon	Damage
Battleaxe (medium melee)	5
Throwing axe (medium short-range)	4

ARMOR

2

+2 additional Speed Effort cost for wearing medium armor

CYPHERS

YOU CAN BEAR 2 CYPHERS AT A TIME

Cyphers are one-use items; cross them off your sheet once you use them. Don't worry, you'll find more.

- Potion of healing, level 4: restores 4 points to your Might Pool
- Scroll of blade blessing, level 3: eases attacks with the target weapon for 30 minutes

EQUIPMENT

- F** Shield (asset, eases your Speed defense tasks)
- T** Chainmail (medium armor, gives 2 Armor)
- Battleaxe (medium weapon)
- Throwing axes (2, medium weapon, short range)
- Clothing
- Crowbar
- Rope (50 feet)
- Backpack
- Bedroll
- Torches (3)
- Burlap sack
- Hard rations (2 days)

VALUABLES

- 4 gold coins

Tactics: You are the strongest person in the group and the best-protected against harm. Use your battleaxe, and apply Might Effort or Speed Effort to ease your attack or increase your damage. If you need to “tank” a dangerous foe so your allies can focus on attacks, use Shield Master to increase your defense. If you need to push foes around, use Control the Field.



BACKGROUND

You trained at the temple of the goddess of justice, and follow a code of protecting the innocent and keeping vigilance against evil.

(You can be any sort of fantasy species you want—human, dwarf, orc, and so on. This doesn't change your stats—the Cypher System lets you choose these details as flavor for your character without changing the numbers.)

OTHER PCs

Arenos has a troubled past but is not willing to share their burden with others.

Ethan is quite personable, if a bit sly. They're lucky they are so quick-witted and have blessings of the gods on their side.

Rallan is quite fragile; make a point of keeping them safe.

Vemmil is someone I can't help liking, even though I don't fully trust them.

IMPORTANT NPCs

Rallan

NAME

IS A

Learned

Adept

WHO

DESCRIPTOR

TYPE

Bears a Halo of Fire

FOCUS

POOL

EDGE

TRACK POOLS

9

MIGHT

0

11

SPEED

0

16

INTELLECT

1

+2 Intellect

TIER

1

EFFORT

1

You can apply one level of Effort by spending 3 points from a Pool (minus that Pool's Edge, if any).

XP

You gain experience points (XP) during the game, usually from GM intrusions. You can spend 1 XP to reroll any roll in the game.

RECOVERY ROLLS

You regain points to your Pools each time you rest, up to four times a day, but each rest takes longer.

1d6 +

1

1 ACTION

10 MINS

1 HOUR

10 HOURS

DAMAGE

At 0 points in one Pool, you are impaired.

TRACK

At 0 points in two Pools, you are debilitated.

Impaired

+1 Effort per level, ignore minor & major results, combat rolls of 17–20 deal only +1 damage.

Debilitated

Can only move an immediate distance; if Speed Pool is 0, cannot move.

D F T indicate whether something is from your descriptor, type, or focus. You can ignore those symbols while playing.



CYPHER SYSTEM

SKILLS

Training eases a task's difficulty. Inability hinders it.

- D charm, persuasion, etiquette (inability)
- D alchemy (trained)
- D history (trained)
- D trivia (trained)
- T magical lore (trained)

SPECIAL ABILITIES

Some special abilities take your whole action to use (action); others can be used as part of another action (enabler). Many have a Pool cost, though Edge may bring that cost to 0.

- F **Shroud of Flame (1 Intellect point):** At your command, your entire body becomes shrouded in flames that last up to ten minutes. Your flames don't burn you, but automatically inflict 2 points of damage to anyone who tries to touch you or strike you with a melee attack. While the shroud is active, you gain +2 Armor against damage from fire from another source. Enabler.
- T **Scan (2 Intellect points):** You scan an area within short range, equal in size to a 10-foot (3 m) cube, including all objects or creatures within that area. Make an Intellect roll against the target. If you succeed, you learn its level. You also learn whatever facts the GM feels are relevant about the matter and energy in that area. For example, you might learn that the wooden box contains a device of metal and plastic or that the creature standing before you is a mammal with a small brain. Action.
- T **Magic Training:** You are trained in the basics of magical lore (including the operation of magic artifacts and cyphers) and can attempt to understand and identify magical properties. Enabler.
- D **Skill:** Trained in alchemy, history, and trivia. Enabler.
- T **Ward:** You have a shield of energy around you at all times that helps deflect attacks. You gain +1 to Armor. Enabler.
- T **Weapons:** You can use light weapons. Your attacks with medium and heavy weapons are hindered.
- D **Smart:** Your Intellect Pool is increased by +2.

ATTACKS

You can attack and move an immediate distance as one action.

Weapon	Damage
Onslaught (fire, short range)	4
Onslaught (mindslice, short range)	2 (ignores Armor)
Dagger (light weapon, attack eased)	2

ARMOR

1

CYPHERS

YOU CAN BEAR 3 CYPHERS AT A TIME

Cyphers are one-use items; cross them off your sheet once you use them. Don't worry, you'll find more.

- Potion of meditation, level 7: restores 7 points to your Intellect Pool
- Inferno rod, level 9: touched target takes 9 points of fire damage
- Potion of healing, level 4: restores 4 points to your Might Pool

EQUIPMENT

- Clothing
- Bedroll
- Backpack
- Book about magical lore
- Book about history
- Nice dagger
- Hard rations (4 days)
- Candles (10)
- Hourglass
- Tent

VALUABLES

- 12 gold coins

Tactics: Shroud of Flame is free for you to cast, so unless you're trying to sneak around, there's no reason to not have it on you all the time. In combat, cast the fire version of Onslaught to attack, or a mindslice Onslaught if your foe is protected against physical attacks. You're kind of weak, so try not to get hit, either by staying at range or finding someone bigger to protect you.



BACKGROUND

You studied magic under a wizard named Zovis, and have become an expert on alchemy, history, magical lore, and trivia. You usually have your nose in a book—they're easier to understand than people.

(You can be any sort of fantasy species you want—human, elf, gnome, and so on. This doesn't change your stats—the Cypher System lets you choose these details as flavor for your character without changing the numbers.)

OTHER PCs

Arenos seems lost in thought a lot.

Ethan talks all the time but doesn't have anything interesting to say.

Grunket is big and has lots of armor; they're good to have around.

Vemmil is the stealthiest person I ever met. I wonder what they did before they became an adventurer like me.

IMPORTANT NPCs



Vemmil

NAME

IS A

Stealthy

Explorer

WHO

DESCRIPTOR

TYPE

Moves Like a Cat

FOCUS

POOL

12

MIGHT

EDGE

1

TRACK POOLS

21

SPEED

0

D **F** +8 Speed

9

INTELLECT

0

TIER

1

EFFORT

1

You can apply one level of Effort by spending 3 points from a Pool (minus that Pool's Edge, if any).

XP

You gain experience points (XP) during the game, usually from GM intrusions. You can spend 1 XP to reroll any roll in the game.

RECOVERY ROLLS

You regain points to your Pools each time you rest, up to four times a day, but each rest takes longer.

1d6 +

1



1 ACTION



10 MINS



1 HOUR



10 HOURS

DAMAGE

At 0 points in one Pool, you are impaired.

TRACK

At 0 points in two Pools, you are debilitated.



Impaired +1 Effort per level, ignore minor & major results, combat rolls of 17–20 deal only +1 damage.



Debilitated Can only move an immediate distance; if Speed Pool is 0, cannot move.

D **F** **T** indicate whether something is from your descriptor, type, or focus. You can ignore those symbols while playing.



CYPHER SYSTEM

SKILLS

Training eases a task's difficulty. Inability hinders it.

- D** stealth (trained)
- D** lies and trickery (trained)
- F** balancing (trained)
- D** movement-related tasks other than stealth, like climbing, jumping, or running (inability)

SPECIAL ABILITIES

Some special abilities take your whole action to use (action); others can be used as part of another action (enabler). Many have a Pool cost, though Edge may bring that cost to 0.

- T** **Fleet of Foot (1+ Speed points):** As part of another action, you can move a short distance. If all you do is move as your action, you can move a long distance. If you apply a level of Effort to this ability when you activate it, as your action you can make a hindered attack and move a long distance (moving before the attack, after the attack, or splitting the movement before and after, as long as you don't go more than a long distance). Enabler.
- T** **Muscles of Iron (2 Might points):** For the next ten minutes, all of your Might-based actions other than attack rolls are eased. Enabler.
- T** **Surging Confidence (1 Might point):** When you use your one-action recovery roll, you can immediately take another action (such as making an attack or using another action special ability). Enabler.
- T** **Weapons:** You can use light and medium weapons. Attacks with heavy weapons are hindered.
- T** **Practiced in Armor:** You can wear light, medium, or heavy armor without it slowing you down too much (normally leather armor adds +2 to the cost of using Speed Effort, but for you it's just +1). Enabler.
- D** **Quick:** +2 to Speed Pool
- F** **Greater Enhanced Speed:** +6 to Speed Pool

ATTACKS

You can attack and move an immediate distance as one action.

Weapon

Damage

Broadsword (medium weapon)

4

Bow (medium weapon, long range)

4

ARMOR

1

+1 additional Speed Effort cost for wearing leather armor

CYPHERS

YOU CAN BEAR

2

CYPHERS AT A TIME

Cyphers are one-use items; cross them off your sheet once you use them. Don't worry, you'll find more.

- Lightning rod, level 6: touched target takes 6 points of electricity damage
- Potion of healing, level 4: restores 4 points to your Might Pool

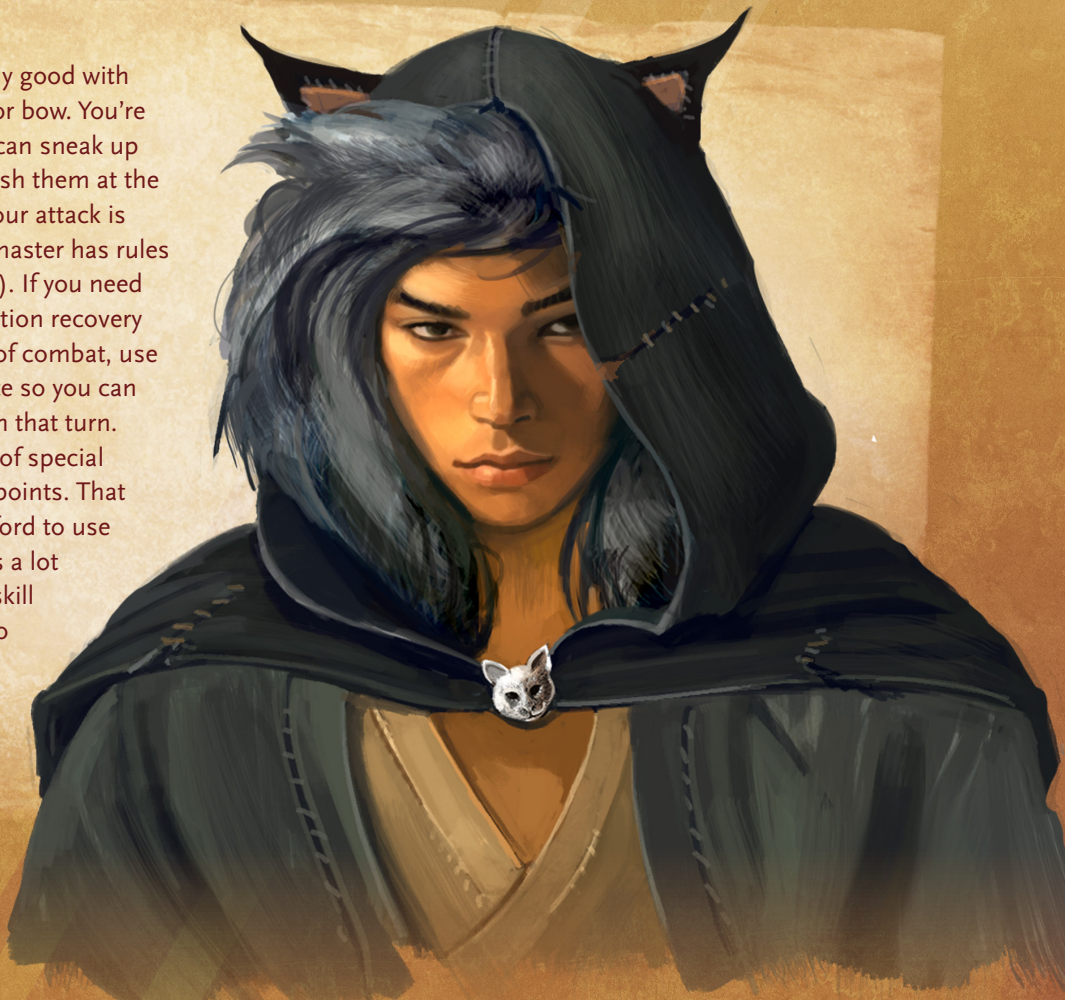
EQUIPMENT

- Clothing
- Broadsword (medium weapon)
- Leather jerkin (light armor, gives 1 Armor)
- Bow (medium weapon)
- Arrows (24)
- Lantern
- Backpack
- Crowbar

VALUABLES

- 10 gold coins

Tactics: You're equally good with your broadsword or bow. You're stealthy, so if you can sneak up to a foe and ambush them at the start of combat, your attack is eased (the game master has rules for surprising foes). If you need to use your one-action recovery roll in the middle of combat, use Surging Confidence so you can take another action that turn. You don't have a lot of special abilities that cost points. That means you can afford to use Effort on your rolls a lot more often—like skill rolls, attack rolls to hit, attack rolls to damage, and defense rolls.



BACKGROUND

You've always been sneaky and a good liar, and when you were young you joined the thieves' guild. One heist went bad because of a mistake you made, some of your crew got caught, and the guildmaster decided you double-crossed the guild, so you fled the big city and became a wandering adventurer traveling under a fake name.

(You can be any sort of fantasy species you want—human, elf, halfling, and so on. This doesn't change your stats—the Cypher System lets you choose these details as flavor for your character without changing the numbers.)

OTHER PCs

Arenos is obviously running away from something, and spent some time living in the wilds. I wonder how much of our pasts are similar.

Ethan could talk a dwarf into buying a razor. And they somehow have some godly magic, too. That's impressive.

Grunket is probably the toughest person I've run into since leaving the city. I'm glad we're traveling together, but I don't think they'd approve of my shady past.

Rallan is nothing special, a typical wizard with their nose in a book.

IMPORTANT NPCs

Arenos
NAME

IS A **Exiled Explorer** WHO
DESCRIPTOR TYPE

Masters Weaponry
FOCUS

POOL		EDGE	TRACK POOLS
12	MIGHT +2 Might	1	
14	SPEED	1	
10	INTELLECT	0	

TIER 1

EFFORT 1 You can apply one level of Effort by spending 3 points from a Pool (minus that Pool's Edge, if any).

XP You gain experience points (XP) during the game, usually from GM intrusions. You can spend 1 XP to reroll any roll in the game.

RECOVERY ROLLS You regain points to your Pools each time you rest, up to four times a day, but each rest takes longer.

1d6 + 1

1 ACTION 10 MINS 1 HOUR 10 HOURS

DAMAGE TRACK At 0 points in one Pool, you are impaired. At 0 points in two Pools, you are debilitated.

Impaired +1 Effort per level, ignore minor & major results, combat rolls of 17–20 deal only +1 damage.

Debilitated Can only move an immediate distance; if Speed Pool is 0, cannot move.

D **F** **T** indicate whether something is from your descriptor, type, or focus. You can ignore those symbols while playing.



SKILLS

Training eases a task's difficulty. Inability hinders it.

- T** Speed defense when not wearing armor (trained)
- D** stealth (trained)
- T** tracking (trained)
- T** space navigation (trained)
- D** social interaction (inability)
- D** foraging, hunting, finding places to rest (trained)
- D** crafting guns (trained)

SPECIAL ABILITIES

Some special abilities take your whole action to use (action); others can be used as part of another action (enabler). Many have a Pool cost, though Edge may bring that cost to 0.

- T** **Danger Sense (1 Speed point):** When the GM has you roll for initiative, you can choose to pay the cost for this ability to ease your initiative task. Enabler.
- D** **Loner:** When someone uses their action to help you, if they're trained or specialized in that task, they actually aren't able to help you.
- F** **Weapon Master:** You inflict an additional 1 point of damage with your gun (already included in your Attacks info). Enabler.
- F** **Weapon Crafter:** You are trained in crafting guns and bullets. Enabler.
- T** **Weapons:** You can use light and medium weapons. Attacks with heavy weapons are hindered.
- T** **Improved Edge:** Your Speed Edge increases from 0 to 1. Enabler.
- T** **Trained Without Armor:** When not wearing armor, you are trained in Speed defense tasks. Enabler.
- T** **Knowledge Skills:** Trained in space navigation and tracking. Enabler.
- D** **Self-reliant:** Your Might Pool is increased by +2.

ATTACKS

You can attack and move an immediate distance as one action.

Weapon	Damage
Medium handgun (medium weapon, long range)	5
Combat knife (light weapon, attack eased)	2

ARMOR

0

CYPHERS

YOU CAN BEAR 2 CYPHERS AT A TIME

Cyphers are one-use items; cross them off your sheet once you use them. Don't worry, you'll find more.

- **Analeptic** (level 4, subtle cypher): Restores 4 Speed points.
- **Combat Effort enhancer** (level 5, subtle cypher): For the next hour, you have one free level of Effort that you can apply to any one combat task. Once this FLOE is used, the cypher ends.

EQUIPMENT

- **F** High-quality medium handgun (medium weapon)
- Combat knife (light weapon)
- Clothing
- Backpack
- First aid kit (asset on healing tasks)
- Communicator
- Flashlight
- Bag of light tools (for crafting and maintaining firearms)
- **D** Tarnished silver ring (a memento of your past)

MONEY

- 170 credits



Tactics: Use Danger Sense if you want a better chance of going first in combat. Attack with your handgun if possible; it's your best weapon. You only have one ability that costs points to use (Danger Sense), so that means you can afford to spend Effort to make your rolls better (especially attacks, Speed defense, and sneaking).

NOTES

BACKGROUND

After you were accused of a crime you didn't commit, you left your home planet and became a spacefaring trader (although some might call you a smuggler). Now you're trying to forget the past and focus on what lies ahead of you—opportunity, quiet, and anonymity.

OTHER PCs

Grunket is incredibly tough, and a good person to have on our side, although they're a bit of a showoff.

Hwaa is weird, but you can't expect a genetically engineered intelligent octopus to be "normal." They're good with machines, that's for sure.

Pelter has hair-trigger reflexes and is incredibly perceptive. In a different life, I might have been a pilot like them instead of a soldier.

Vemmil and I are a lot alike, and they could be a good friend if I made the effort.

IMPORTANT NPCs

Grunket
NAME

IS A **Honorable** **Warrior** WHO
DESCRIPTOR TYPE

Fuses Flesh and Steel
FOCUS

POOL	EDGE	TRACK POOLS
17 MIGHT D F +5 Might	1	
15 SPEED F +3 Speed	0	
10 INTELLECT	0	

TIER 1

EFFORT 1 *You can apply one level of Effort by spending 3 points from a Pool (minus that Pool's Edge, if any).*

XP *You gain experience points (XP) during the game, usually from GM intrusions. You can spend 1 XP to reroll any roll in the game.*

RECOVERY ROLLS *You regain points to your Pools each time you rest, up to four times a day, but each rest takes longer.*

1d6 + 1

1 ACTION 10 MINS 1 HOUR 10 HOURS

DAMAGE TRACK *At 0 points in one Pool, you are impaired. At 0 points in two Pools, you are debilitated.*

Impaired +1 Effort per level, ignore minor & major results, combat rolls of 17–20 deal only +1 damage.

Debilitated Can only move an immediate distance; if Speed Pool is 0, cannot move.

D F T indicate whether something is from your descriptor, type, or focus. You can ignore those symbols while playing.



SKILLS

Training eases a task's difficulty. Inability hinders it.

- D pleasant social interactions (trained)
- D discerning motives (trained)
- D climbing (trained)
- D jumping (trained)

SPECIAL ABILITIES

Some special abilities take your whole action to use (action); others can be used as part of another action (enabler). Many have a Pool cost, though Edge may bring that cost to 0.

- D Enhanced Body:** Your machine parts grant you +1 to Armor, +3 to your Might Pool, and +3 to your Speed Pool. Unfortunately, typical treatment—including medical aid and rest—work only half as well for you. The first 5 points of damage you take when starting with full Pools can only be restored using machine repair and abilities. For example, if you start with a full Might Pool of 17 and take 8 points of damage, you can use recovery rolls to restore 3 points, but the remaining 5 points must be restored with repair tasks. (See Repairing on the back of your character sheet for information about repair tasks.) Enabler.
- T Bash (1 Might point):** Make a melee attack. It inflicts 1 less point of damage than normal, but if you hit, your target is dazed for one round (all its actions are hindered). Action.
- T No Need for Weapons:** When you make an unarmed attack (such as a punch or kick), it counts as a medium weapon (inflicting 4 points of damage) instead of a light weapon. Enabler.
- T Weapons:** You can use light, medium, and heavy weapons.
- T Combat Prowess:** Your melee attacks inflict +1 point of damage (already included in your Attacks). Enabler.
- T Physical Skills:** Trained in climbing and jumping. Enabler.
- D Stalwart:** Your Might Pool is increased by +2.

ATTACKS

You can attack and move an immediate distance as one action.

Weapon	Damage
Unarmed attack (attack eased)	5
Stunstick (melee weapon)	(a hit target loses their next action)

ARMOR 3

+2 additional Speed Effort cost for wearing medium armor

CYPHERS

YOU CAN BEAR 2 CYPHERS AT A TIME

Cyphers are one-use items; cross them off your sheet once you use them. Don't worry, you'll find more.

- Disarm (level 5, subtle cypher): Target in immediate range (level 4 or less) drops whatever they're holding.
- Perception skill boost (level 3, subtle cypher): Eases your next three perception tasks by three steps. Cypher ends after three perception rolls or 24 hours pass, whichever comes first.

EQUIPMENT

- Stunstick (a hit target loses their next action)
- Armored bodysuit (medium armor, gives 2 Armor)
- Bag of heavy tools (asset on repair tasks)
- Communicator (planetary range)
- Flashlight
- Bag full of protein bars and sugary snacks
- Handheld videogame
- Backpack

MONEY
• 40 credits

Tactics: You are the strongest and toughest person in the group. You don't use weapons because your punches and kicks hit as hard as bullets (but you do carry a stunstick just in case the circumstances call for gentler violence). If fighting a tough foe you want to take down a notch, use Bash to hinder their actions (including their attacks and defenses).



Repairing: Trying to repair your machine parts works just like trying to use the heal skill to help a regular (non-machine) creature. Anyone can try this, even if they don't have special training. The GM has the rules for healing this way (see *Game Master's Book*, page 6).

NOTES

BACKGROUND

A year ago you were horribly wounded when a meteorite tore through a ship you were on, but medical and military cybernetics are pretty inexpensive these days, and the doctors rebuilt you as good as new. Now you're a cyborg, and you use your new abilities to protect your friends . . . and to show off what you can do!

OTHER PCs

Arenos has a troubled past but is not willing to share their burden with others.

Hwaa is who they are today because of cybernetic implants, just like me. I wonder how similar their mechanisms are to mine.

Pelter gets us where we need to go. If I am the hammer that breaks through the wall, Pelter is the hand that directs me where to strike.

Vemmil is someone I can't help liking, even though I don't fully trust them.

IMPORTANT NPCs

Hwaa
NAME

IS A **Clever** WHO **Adept**
DESCRIPTOR TYPE

Talks to Machines
FOCUS

POOL		EDGE	TRACK POOLS
9	MIGHT	0	
11	SPEED	0	
16	INTELLECT	1	

Ⓛ +2 Intellect

TIER 1

EFFORT 1 *You can apply one level of Effort by spending 3 points from a Pool (minus that Pool's Edge, if any).*

XP *You gain experience points (XP) during the game, usually from GM intrusions. You can spend 1 XP to reroll any roll in the game.*

RECOVERY ROLLS *You regain points to your Pools each time you rest, up to four times a day, but each rest takes longer.*

1d6 + 1			
1 ACTION	10 MINS	1 HOUR	10 HOURS

DAMAGE TRACK *At 0 points in one Pool, you are impaired. At 0 points in two Pools, you are debilitated.*

Impaired +1 Effort per level, ignore minor & major results, combat rolls of 17–20 deal only +1 damage.

Debilitated Can only move an immediate distance; if Speed Pool is 0, cannot move.

Ⓛ Ⓧ Ⓣ indicate whether something is from your descriptor, type, or focus. You can ignore those symbols while playing.



SKILLS

Training eases a task's difficulty. Inability hinders it.

- Ⓛ lies or tricky (trained)
- Ⓛ resisting mental effects (trained)
- Ⓛ identifying or assessing danger, lies, quality, importance, function, or power (trained)
- Ⓛ lore, knowledge, and understanding (inability)
- Ⓧ electrical machines (trained)

SPECIAL ABILITIES

Some special abilities take your whole action to use (action); others can be used as part of another action (enabler). Many have a Pool cost, though Edge may bring that cost to 0.

- Ⓧ **Distant Interface (2 Intellect points):** You can activate, deactivate, or control a machine at long range as if you were next to it, even if normally you would have to touch it. If you have never used that particular machine before, the task is hindered by two steps. You must understand the function of the machine, it must be your size or smaller, and it can't be connected to another intelligence (or be intelligent itself). Action.
- Ⓛ **Far Step (2 Intellect points):** You leap through the air and land safely up to a long distance away. Must have a clear and unobstructed path to that location. Action.
- Ⓛ **Onslaught (1 Intellect point):** You make a psychic attack against a target within short range that you can see. Decide if the attack is a physical force ray or a mental mindslice, then make an Intellect attack roll against your target. A ray of force hits like a punch or a blade, inflicting 4 points of damage (Armor reduces this damage). A mindslice attacks the target's thoughts, inflicting 2 points of Intellect damage (ignores most Armor). Action.
- Ⓛ **Push (2 Intellect points):** You try to telekinetically push a creature or object an immediate distance in any direction. You must be able to see the target. It must be your size or smaller, not affixed to anything, and 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.
- Ⓧ **Ward:** A psychic force field gives you +1 to Armor. Enabler.
- Ⓛ **Smart:** +2 to Intellect Pool
- Ⓧ **Machine Affinity:** Trained in tasks involving electrical machines. Enabler.

ATTACKS

You can attack and move an immediate distance as one action.

Weapon	Damage
Ⓣ Onslaught (medium range)	4 force or 2 Intellect (ignores Armor)
Stunstick (melee weapon)	(a hit target loses their next action)

ARMOR 1

CYPHERS

YOU CAN BEAR **3** CYPHERS AT A TIME

Cyphers are one-use items; cross them off your sheet once you use them. Don't worry, you'll find more.

- Noncombat Effort enhancer (level 3, subtle cypher): For the next hour, can apply one free level of Effort to a noncombat task. Once this FLOE is used, the cypher ends.
- Perfection (level 3, subtle cypher): Treat your next action as if you had rolled a natural 20.
- Curative (level 5, subtle cypher): Restores 5 Might points.

EQUIPMENT

- Ⓛ Stunstick (a hit target loses their next action)
- Clothing
- Wrist computer (asset on most knowledge-based tasks)
- Spy camera (long range)
- Communicator (planetary range)
- First aid kit (asset on healing tasks)
- Flashlight
- Knife
- Fancy canned fish dinners (2 days' worth)

MONEY
• 230 credits



Tactics: Attack with your force blast Onslaught ability, or a mindslice Onslaught if your target is protected against physical damage. Your Push ability can be useful to move an ally or foe to someplace nearby. Far Step lets you quickly move very far and fast when you need to (it's basically a telekinesis-assisted jump).

NOTES

IMPORTANT NPCs

BACKGROUND

You're a human-sized giant octopus uplifted to full sentience by human science, which also activated some latent psychic abilities in your giant cephalopod brain. There are several hundred of you in the solar system, with full citizenship and rights as humans; some work in the oceans, some (like you) got cybernetic implants to allow you to speak, breathe air, and otherwise interact with things like humans do.

OTHER PCs

Arenos and I have awkward interactions. Do they dislike me? Do they think I am a lesser being than they are?

Grunket is a cyborg like me. It must be strange to have bones, and metal-augmented bones. It makes them impressively strong.

Pelter is a friend because we have a common interest—making sure our ship is in top-tip shape. Tip-tip shape? Tip-top? Human sayings are amusing-confusing.

Vemmil is one of those humans who remains an enigma to me. Are they friendly, or sarcastic? Nervous, or intense?

Pelter
NAME

IS A **Sharp-Eyed Explorer** WHO
DESCRIPTOR TYPE

Pilots Starcraft
FOCUS

POOL		EDGE	TRACK POOLS
10	MIGHT	1	
12	SPEED	1	
12	INTELLECT	0	

I +2 Intellect

TIER 1

EFFORT 1 *You can apply one level of Effort by spending 3 points from a Pool (minus that Pool's Edge, if any).*

XP *You gain experience points (XP) during the game, usually from GM intrusions. You can spend 1 XP to reroll any roll in the game.*

RECOVERY ROLLS *You regain points to your Pools each time you rest, up to four times a day, but each rest takes longer.*

1d6 + 1			
1 ACTION	10 MINS	1 HOUR	10 HOURS

DAMAGE TRACK *At 0 points in one Pool, you are impaired. At 0 points in two Pools, you are debilitated.*

Impaired +1 Effort per level, ignore minor & major results, combat rolls of 17–20 deal only +1 damage.

Debilitated Can only move an immediate distance; if Speed Pool is 0, cannot move.

I **F** **T** indicate whether something is from your descriptor, type, or focus. You can ignore those symbols while playing.



SKILLS

Training eases a task's difficulty. Inability hinders it.

F piloting starcraft (trained)	T space navigation (trained)
I initiative (trained)	T mining (trained)
I perception (trained)	

SPECIAL ABILITIES

Some special abilities take your whole action to use (action); others can be used as part of another action (enabler). Many have a Pool cost, though Edge may bring that cost to 0.

- I** **Find the Flaw:** If an opponent has a straightforward weakness (takes extra damage from fire, can't see out of their left eye, and so on), the GM will tell you what it is.
- T** **Danger Sense (1 Speed point):** When the GM has you roll for initiative, you can ease your initiative task if you pay the cost of this ability. Enabler.
- F** **Flex Lore:** After each ten-hour recovery roll when you have access to a digital reference library (such as on a starship or in a learning center), choose one field of knowledge (habitations, customs, governments, important people, and so on) related to a specific planet or some other location. You're trained in that field until you use this ability again. Enabler.
- T** **Surging Confidence (1 Might point):** When you use your one-action recovery roll, you can immediately take another action (such as making an attack or using another action special ability). Enabler.
- T** **Improved Edge:** Speed Edge increases from 0 to 1. Enabler.
- T** **Weapons:** You can use light and medium weapons. Attacks with heavy weapons are hindered.
- F** **Pilot:** You are trained in all tasks related to piloting a starcraft. Most piloting tasks are Speed-based tasks, though using sensors and communication instruments are Intellect-based tasks. Enabler.
- T** **Knowledge Skills:** Trained in space navigation and mining.
- I** Trained in initiative and perception.

ATTACKS

You can attack and move an immediate distance as one action.

Weapon	Damage
Medium handgun (medium weapon, long range)	4

ARMOR 0

CYPHERS

YOU CAN BEAR 2 CYPHERS AT A TIME

Cyphers are one-use items; cross them off your sheet once you use them. Don't worry, you'll find more.

- Analeptic (level 4, subtle cypher): Restores 4 Speed points.
- Eagleseye (level 3, subtle cypher): You can see clearly, ten times as far as normal, for three hours.

EQUIPMENT

- Clothing
- Wrist computer (asset on most knowledge-based tasks)
- Medium handgun (medium weapon)
- Bag of light tools (for repairs)
- Flashlight
- Communicator (planetary range)
- Remotek® Device (lets you pilot the starship from a distance, but piloting actions using it are hindered)

MONEY

- 120 credits

Tactics: Use Danger Sense if your initiative roll is low (and remember that you're also trained in initiative). Attack with your handgun if possible, it's your best weapon. If you need to use your one-action recovery roll in the middle of combat, use Surging Confidence so you can take another action that turn.



BACKGROUND

You graduated from a prestigious piloting academy on one of the major planets. You were a skilled student among skilled and exceptional students, so you never really got the opportunity to stand out in the crowd. Now that you pilot a small trade vessel through dangerous parts of space, you're hoping to make enough money or fame to have something to brag about to your former classmates.

OTHER PCs

Arenos is a pretty good navigator. And they look up to me for some reason.

Grunket is dependable and precise, like a well-tuned engine.

Hwaa and I have a mutual respect for each other; we both are protective of our ship and proud of our ship-related skills.

Vemmil is one of those people who seems quiet and meek most of the time, but in a firefight they're swift like death itself.

Vemmil
NAME

IS A **Stealthy** Explorer WHO
DESCRIPTOR TYPE

Moves Like a Cat
FOCUS

POOL	EDGE	TRACK POOLS
12 MIGHT T +3 Might	1	
21 SPEED D T F +8 Speed	0	
9 INTELLECT	0	

TIER 1

EFFORT 1 You can apply one level of Effort by spending 3 points from a Pool (minus that Pool's Edge, if any).

XP You gain experience points (XP) during the game, usually from GM intrusions. You can spend 1 XP to reroll any roll in the game.

RECOVERY ROLLS You regain points to your Pools each time you rest, up to four times a day, but each rest takes longer.

1d6 + 1

1 ACTION 10 MINS 1 HOUR 10 HOURS

DAMAGE TRACK At 0 points in one Pool, you are impaired. At 0 points in two Pools, you are debilitated.

Impaired +1 Effort per level, ignore minor & major results, combat rolls of 17–20 deal only +1 damage.

Debilitated Can only move an immediate distance; if Speed Pool is 0, cannot move.

D F T indicate whether something is from your descriptor, type, or focus. You can ignore those symbols while playing.



SKILLS

Training eases a task's difficulty. Inability hinders it.

- D stealth (trained)
- D lies and trickery (trained)
- F balancing (trained)
- D movement-related tasks other than stealth, like climbing, jumping, or running (inability)

SPECIAL ABILITIES

Some special abilities take your whole action to use (action); others can be used as part of another action (enabler). Many have a Pool cost, though Edge may bring that cost to 0.

- Fleet of Foot (1+ Speed points):** As part of another action, you can move a short distance. If all you do is move as your action, you can move a long distance. If you apply a level of Effort to this ability when you activate it, as your action you can make a hindered attack and move a long distance (moving before the attack, after the attack, or splitting the movement before and after, as long as you don't go more than a long distance). Enabler.
- Muscles of Iron (2 Might points):** For the next ten minutes, all of your Might-based actions other than attack rolls are eased. Enabler.
- Surging Confidence (1 Might point):** When you use your one-action recovery roll, you can immediately take another action (such as making an attack or using another action special ability). Enabler.
- Weapons:** You can use light and medium weapons. Attacks with heavy weapons are hindered.
- Practiced in Armor:** You can wear light, medium, or heavy armor without it slowing you down too much (normally leather armor adds +2 to the cost of using Speed Effort, but for you it's just +1). Enabler.
- D **Quick:** +2 to Speed Pool
- F **Greater Enhanced Speed:** +6 to Speed Pool

ATTACKS

You can attack and move an immediate distance as one action.

Weapon	Damage
Medium handgun (medium weapon, long range)	4
simple knife (light weapon, attack eased)	2

ARMOR 1

+1 additional Speed Effort cost for wearing light armor

CYPHERS

YOU CAN BEAR 2 CYPHERS AT A TIME

Cyphers are one-use items; cross them off your sheet once you use them. Don't worry, you'll find more.

- Analeptic (level 4, subtle cypher): Restores 4 Speed points.
- Stim (level 3, subtle cypher): Eases your next action by three steps.

EQUIPMENT

- Clothing
- Medium handgun (medium weapon)
- Bag of heavy tools (crowbar, hammer, and so on)
- Binoculars (asset on perception tasks at long range)
- Communicator
- Night vision goggles
- Leather jacket (light armor, gives 1 Armor)
- Backpack
- Knife
- Flashlight
- Backup flashlight
- Large bag of chewy candy

MONEY

- 100 credits

Tactics: Your handgun is your best weapon. You're stealthy, so if you can sneak up to a foe and ambush them at the start of combat, your attack is eased (the game master has rules for surprising foes). If you need to use your one-action recovery roll in the middle of combat, use Surging Confidence so you can take another action that turn.

You don't have a lot of special abilities that cost points. That means you can afford to use Effort on your rolls a lot more often—like skill rolls, attack rolls to hit, attack rolls to damage, and defense rolls.



NOTES

IMPORTANT NPCs

BACKGROUND

You've always been sneaky and a good liar, and when you were young you joined a criminal organization that ran most smuggling and extortion operations on the capital city of your home planet. One job went sour, some of your crew got caught, and the boss decided you ratted them out, so you hitchhiked your way to a space station and have been doing "this and that" under a fake name ever since.

OTHER PCs

Arenos is obviously running away from something, and almost never goes planetside, even when we have time off. I wonder how much of our pasts are similar.

Grunket is a badass. Make sure you never, ever get on their bad side.

Hwaa is a fun little creature. Who'd ever've thought I'd be crewmates with a talking octopus!

Pelter is your typical academy pilot—all the necessary job skills, but a little boring.