

CHARACTER SHEETS

DESCRIPTOR TYPE	DESCRIPTOR TYPE OCUS Iter EFFORT XP MIGHT SPEED INTELLECT MIGHT SPEED INTELLECT POOL EDGE POOL EDGE POOL EDGE POOL EDGE RECOVERY ROLLS Id6+ Impaired DAMAGE TRACK Intervention and major effect results an rolls DeBILITATED I to MINS 10 HOURS Cannove only an imminated distance	DESCRIPTOR TYPE OCUS TIER EFFORT XP MIGHT SPEED INTELLECT POOL EDGE POOL EDGE RECOVERY ROLLS Id6+ IMPAIRED DEBILITATED 1 ACTION 1 HOUR HOURS Cambre only an immediate distance 10 MINS 10 HOURS Combat roll of 17-20 Can move only an immediate distance	NAME				
TIER EFFORT XP MIGHT SPEED INTELLECT MIGHT SPEED INTELLECT POOL EDGE POOL EDGE POOL EDGE POOL EDGE RECOVERY ROLLS 1d6+ DAMAGE TRACK DEBLITATED 1 ACTION 1 HOUR HOURS Can ove only an immediate distance 10 MINS 10 HOURS Combat roli of 17-20 Can ove only an immediate distance	TIER EFFORT XP MIGHT SPEED INTELLECT POOL EDGE POOL EDGE POOL EDGE POOL EDGE RECOVERY ROLLS Id6+ IMPAIRED -1 Effort per level Incertion 1 HOUR -1 Effort per level Damage Canabra Incertion 10 MINS 10 HOURS Combat roll of 17-20 deals only +1 demage Can move only an immediate distance	TIER EFFORT XP MIGHT SPEED INTELLECT POOL EDGE POOL EDGE POOL EDGE POOL EDGE RECOVERY ROLLS Id6+ IMPAIRED -1 Effort per level Incertion 1 HOUR -1 Effort per level Damage Canabra Incertion 10 MINS 10 HOURS Combat roll of 17-20 deals only +1 demage Can move only an immediate distance	S A Descriptor		ТҮРЕ		WHO
MIGHT SPEED INTELLECT POOL EDGE POOL EDGE POOL EDGE POOL EDGE RECOVERY ROLLS 1d6+ IMPAIRED IMPAIRED 1 ACTION 1 HOUR IMPAIRED Debilitated 10 MINS 10 HOURS Can move only an immediate distance	MIGHT SPEED INTELLECT POOL EDGE POOL EDGE POOL EDGE POOL EDGE POOL EDGE POOL EDGE RECOVERY ROLLS IdG+ IMPAIRED Impediate DEBILITATED I ACTION I HOUR I HOURS Can move only an immediate distance I 10 MINS I 0 HOURS Canada roll of 17-20 deals only +1 damage Cannot move if Speed Pool is 0	MIGHT SPEED INTELLECT POOL EDGE POOL EDGE POOL EDGE POOL EDGE RECOVERY ROLLS Id6+ IMPAIRED Effort per level I ACTION I HOUR HEffort per level Debilitated I 0 MINS I 0 HOURS Camove only an immediate distance Can move only an immediate distance	OCUS				
POOL EDGE POOL EDGE POOL EDGE RECOVERY ROLLS 1d6+ DAMAGE TRACK IMPAIRED +1 Effort per level Ignore minor and major effect results on rolls Can move only an immediate distance Gamat move of Speed Pool is 0 Can ant move if Speed Pool is 0	POOL EDGE POOL EDGE RECOVERY ROLLS 1d6+ DAMAGE TRACK 1 ACTION 1 HOUR IMPAIRED DEBILITATED 10 MINS 10 HOURS Camaba roll of 17-20 deals only +1 damage Cannot move if Speed Pool is 0	POOL EDGE POOL EDGE RECOVERY ROLLS 1d6+ DAMAGE TRACK 1 ACTION 1 HOUR IMPAIRED DEBILITATED 10 MINS 10 HOURS Camaba roll of 17-20 deals only +1 damage Cannot move if Speed Pool is 0	TIER	EF	FFORT		ХР
RECOVERY ROLLS 1d6+ Impaired Impaired Impaired Debilitated Impaired Can move only an immediate distance effect results on rolls Impaired Can move only an immediate distance effect results on rolls Impaired Can move only an immediate distance effect results on rolls Combat roll of 17-20 Debilitated	RECOVERY ROLLS 1d6+ I ACTION I HOUR 10 MINS 10 HOURS DAMAGE TRACK IMPAIRED DEBILITATED -1 ACTION 1 HOUR 10 MINS 10 HOURS DAMAGE TRACK IMPAIRED DEBILITATED -1 ACTION 1 HOUR	RECOVERY ROLLS 1d6+ I ACTION I HOUR 10 MINS 10 HOURS DAMAGE TRACK IMPAIRED DEBILITATED -1 ACTION 1 HOUR 10 MINS 10 HOURS DAMAGE TRACK IMPAIRED DEBILITATED -1 ACTION 1 HOUR	MIGHT	S	PEED	INTEL	LECT
Impaired Impaired Debilitated Inction I HOUR Heffort per level Can move only an immediate distance effect results on rolls Io MINS Io HOURS Combat roll of 17-20 Pool is 0	I ACTION 1 HOUR I O MINS 10 HOURS	I ACTION 1 HOUR I O MINS 10 HOURS	POOL EDGE	POOL	EDGE	POOL	EDGE
	SPECIAL ABILITIES	SPECIAL ABILITIES		DUR	IMPAIRED +1 Effort per level Ignore minor and maj effect results on roll: Combat roll of 17-20	Can move or immediate d s Cannot mov Pool is O	nly an listance

 INCREASE
 MOVE TOWARD
 EXTRA
 SKILL
 DTHER

 CAPABILITIES
 PERFECTION
 EFFORT
 TRAINING
 Refer to the

 +4 points into
 +1 to the Edge
 +1 into Effort
 Train in a skill or specialize
 DTHER

 SKILLS • MIGHT
 T = trained, S = specialized, I = inability
 T
 S
 I

ADVANCEMENT

SKILLS • SPEED T S I

SKILLS • INTELLECT	т	S	

ATTACKS	MOD	DAM

C	Y	Р	н	Е	R M
S	Х	S	Т	Е	Μ

CYPHERS	
l	.IMIT

EQU	IPN	1EN	T												
ARI		į										N	101	IFY	,





ADVANCEM 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	Ref Cyphi	THER er to th er Syst ebook	
SKILLS • M	IIGHT	T = traine	d, S = specialized, I = inability	T	S	

SKILLS • SPEED	тт	S	

T	S	I
-		
+		-
+		
	T	T S

ATTACKS	MOD	DAM



CYPHERS	
	LIMIT

	EQ	ĴΠ	IPI	N E	NT																					
	-	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	-	-
	-	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	-	-
	-	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	-	-
	-	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	-
	-	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	-
	-	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	-
	-	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	-
	-	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	-
	-	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	-
	-	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	-
	-	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	-
ŀ			-	_	-	_	-	_	_	-	_	_	_	_	_	_	_	_	_	_	_	_	_	-		
						_		_	_	_	_	_	_	-	_	_	_	_	_	_	_	-	/			
		יח	40																			/	ĸ	101	VEY	,
1	_	١M	٧U	π		-	_	_	_	_	_	_	_	_	_	_	_	_	_	_	-		N	U	VE Y	

BACKGROUND	NOTES

PORTRAIT

CAMPAIGN DESIGN WORKSHEET

CAMPAIGN			
GENRE		GM	
TYPES AVAILABLE			
ТҮРЕ	BASED ON	MODIFICATIONS	
DESCRIPTORS AVAILABLE			
Appealing Brash	Doomed Hor	norable	Stealthy Strong
Calm	Empathic Inquisite Inquisite Inquisite Inquisite Inquisite Interview Intervi		Strong-Willed
Clever	🗌 Fast 📃 Jovi	al Perceptive	Tongue-Tied
Clumsy	□ Foolish □ Kine □ Graceful □ Lea	rned 🗌 Rugged	Tough Vengeful
Creative	Guarded Luc		VirtuousWealthy
 Dishonorable 	<u> </u>	chanical Spiritual	U Weird
FOCI AVAILABLE			
 Abides in Stone Awakens Dreams 	Employs Magnetism Entertains	 Is Licensed to Carry Leads 	Separates Mind From Body Shepherds Spirits
 Battles Robots Bears a Halo of Fire 	Exists in Two Places at Onco Exists Partially Out of Phase		 Siphons Power Slays Monsters
Blazes With Radiance	Explores Dark Places	Masters Defense	Solves Mysteries
Calculates the Incalculable	 Explores Deep Waters Fights Dirty 	Masters the Swarm	Stands Like a Bastion
Carries a Quiver	Fights With Panache Focuses Mind Over Matter	Metes Out Justice Moves Like a Cat	 Talks to Machines Throws With Deadly Accuracy
 Channels Divine Blessings Commands Mental Powers 	Fuses Flesh and Steel Fuses Mind and Machine	Moves Like the Wind Murders	 Travels Through Time Wears a Sheen of Ice
Conducts Weird Science	Grows to Towering Heights	Needs No Weapon	Wields Two Weapons at Once
Consorts With the Dead Controls Beasts	Howls at the Moon Hunts Nonhumans	Never Says Die Operates Undercover	 Works Miracles Works the Back Alleys
Controls Gravity Crafts Illusions	Hunts Outcasts Hunts With Great Skill	 Performs Feats of Strength Pilots Starcraft 	 Works the System Would Rather Be Reading
Crafts Unique Objects	 Infiltrates Interprets the Law 	 Rages Rides the Lightning 	5
Doesn't Do Much	Interprets the Law Is Idolized by Millions	Sees Beyond	

OTHER NOTES

CAMPAIGN DESIGN WORKSHEET

CAMPAIGN					
GENRE			GM		
TYPES AVAILABLE	BASED ON	MODIFI	CATIONS		
DESCRIPTORS AVAILABLE Appealing Brash Calm Calm Charming Clever Clumsy Craven Creative Cruel Dishonorable	 Doomed Driven Empathic Exiled Fast Foolish Graceful Guarded Hardy Hideous 	 Honorable Impulsive Inquisitive Intelligent Jovial Kind Learned Lucky Mad Mechanical 	☐ Mys ☐ Naiv ☐ Nob ☐ Perc ☐ Resi ☐ Rug	ve eptive lient ged rp-Eyed otical	 Stealthy Strong Strong-Willed Swift Tongue-Tied Tough Vengeful Virtuous Wealthy Weird
FOCI AVAILABLE Abides in Stone Awakens Dreams Battles Robots Bears a Halo of Fire Blazes With Radiance Builds Robots Calculates the Incalculable Carries a Quiver Casts Spells Channels Divine Blessings Conmands Mental Powers Conducts Weird Science Consorts With the Dead Controls Beasts Controls Gravity Crafts Illusions Crafts Unique Objects Defends the Weak Doesn't Do Much	 Employs Magnetism Entertains Exists in Two Places Exists Partially Out of Explores Dark Places Explores Deep Wate Fights Dirty Fights With Panache Focuses Mind Over Fuses Flesh and Stee Fuses Flesh and Stee Fuses Mind and Ma Grows to Towering H Howls at the Moon Hunts Nonhumans Hunts With Great SI Infiltrates Interprets the Law Is Idolized by Million 	at Once of Phase s rs Matter el chine Heights kill	Is Licensed to Carry Leads Lives in the Wilderne Looks for Trouble Masters Defense Masters the Swarm Masters the Swarm Masters Weaponry Metes Out Justice Moves Like a Cat Moves Like the Wind Murders Needs No Weapon Never Says Die Operates Undercove Performs Feats of St Pilots Starcraft Rages Rides the Lightning Sees Beyond	ess	Separates Mind From Body Shepherds Spirits Siphons Power Slays Monsters Solves Mysteries Speaks for the Land Stands Like a Bastion Talks to Machines Throws With Deadly Accuracy Travels Through Time Wears a Sheen of Ice Wields Two Weapons at Once Works the Back Alleys Works the System Would Rather Be Reading

OTHER NOTES