Tiandra the Queen's Tramp

NAME

IS A Mysterious (DESCRIPTOR) Explorer (TYPE) WHO

Walks The Worlds

FOCUS

with a Magic Flavor

TYPE, FLAVOR, OR OTHER

2	2	
TIER	EFFORT	XP

MIGHT		SPEED		INTELLECT	
12	1	12	1	14	1
POOL	EDGE	POOL	EDGE	POOL	EDGE

RECOVERY ROLLS d6+2

☐ 1 ACTION ☐ 1 HOUR

☐ 10 MINS ☐ 10 HOURS

DAMAGE TRACK

☐ IMPAIRED
+1 Effort per level
Ignore minor and major effect results on rolls
Combat roll of 17-20 deals only +1 damage

☐ DEBILITATED
Can move only an immediate distance
Cannot move if Speed Pool is 0

SKILLS

Confounding You pull talents and abilities seemingly out of nowhere. You can attempt one task in which you have no training as if you were trained, attempt a task that you are trained in as if specialized, or gain a free level of Effort with a task that you are specialized in. This ability refreshes every time you make a recovery roll, but the uses never accumulate.

Resisting interrogation or tricks to get you to talk You are trained in resisting interrogation or tricks to get you to talk.

Stealth tasks You are trained in all stealth tasks.

Light weapons (Practiced)

Medium weapons (Practiced)

continued...

ADVANCEMENT

☐ INCREASE CAPABILITIES	☑ MOVE TOWARD PERFECTION	☐ EXTRA EFFORT	☑ SKILL TRAINING	☐ OTHER
+4 points into stat Pools	+1 to the Edge of your choice	+1 into Effort	Train in a skill or specialize in a trained skill	Refer to the *Cypher System Rulebook*

SPECIAL ABILITIES

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.

Trained Without Armor You are trained in Speed defense tasks when not wearing armor. 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.

Curious You're always curious about your surroundings, even on a subconscious level. Whenever you use Effort to attempt navigation, perception, or initiative tasks in an area that you've only rarely or never visited before, you can apply an additional free level of Effort. Enabler.

Danger Instinct (3 Speed points) If you are attacked by surprise, whether by a creature, a device, or simply an environmental hazard (a tree falling on you), you can move an immediate distance before the attack occurs. If moving prevents the attack, you are safe. If the attack can still potentially affect you-if the attacking creature can move to keep pace, if the attack fills an area too big to escape, etc. -the ability offers no benefit. Enabler.

continued...

ATTACKS

Light Weapon A light speed attack eased by one step doing 2 damage. A light weapon of your choice. Granted from Starting Equipment.

Punch A light might attack eased by one step doing 2 damage. A right jab.

CYPHER SYSTEM™

CYPHERS

Detonation (Web) (Level 8, Manifest) Projects a small physical explosive up to a long distance away that explodes in an immediate radius and creates sticky strands of goo. PCs caught in the area must use a Might-based action to get out, with the difficulty determined by the cypher level. NPCs break free if their level is higher than the cypher level. (Rather than strands of sticky goo, some web detonations fill the area with a mass of quick-hardening foam that has the same result.)

Speed Boost (Level 5, Subtle) Adds 1 to the user's Speed Edge for one hour (adds 2 if the cypher is level 5 or higher).

2 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

© 2019 Monte Cook Games, LLC. Cypher System and its logo are trademarks of Monte Cook Games, LLC in the United States and other countries. Permission granted to duplicate for personal use. Version 2.5.4

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.

Mysterious
The dark figure lurking silently in the corner? That's you. No one really knows where you came from or what your motives are-you play things close to the vest. Your manner perplexes and confounds others, but that doesn't make you a poor friend or ally. You're just good at keeping things to yourself, moving about unseen, and concealing your presence and identity.

Walks The Worlds

Choose how you became involved in the adventure:

- You just showed up one day.
- You convinced one of the other PCs that you had invaluable skills.
- Some equally mysterious figure told you where to be and when (but not why) to join the group.
- Something-a feeling, a dream-told you where to be and when to join the group.

Background Connection You belong to an exclusive organization of Explorers whose existence is not widely known.

Focus Connection Pick one other PC. You inadvertently caused an accident that put them into a sleep so deep they didn't wake for three days. Whether they forgive you or not is up to them.

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.

Modifications

Walk The Worlds
Tier 1: Walk Through Walls
Dimensional Lore
Tier 2: Glimpse the Outside
Tier 3: Flicker, or
Tier 3: Greater Enhanced Potential
Tier 4: Dimensional Survey
Tier 5: Untouchable
Tier 6: Into the Outside, or
Tier 6: Hard to Kill

Tier 1: Walk Through Walls (2 Intellect points).

The journey to the outside begins slowly. You can pass through physical barriers at a rate of 1 inch (3 cm) per round (minimum of one round to pass through any barrier). You can't act (other than moving) or perceive anything until you pass entirely through the barrier. You can't pass through energy barriers. Action.

Dimensional Lore: You are trained in tasks related to knowledge about alternate dimensions. Enabler.

Tier 2: Glimpse the Outside (2 Intellect points).

You gain a brief glimpse of several potential parallel worlds branching off from where you stand now. That glimpse provides information by showing you the results of several different actions you might take, allowing you to learn a bit more about something you can see. You get an asset on a task involving that person or object. Action.

Tier 3: Flicker (4 Intellect points).

continued...

PORTRAIT

© 2019 Monte Cook Games, LLC. Cypher System and its logo are trademarks of Monte Cook Games, LLC in the United States and other countries. Permission granted to duplicate for personal use.

...SKILLS

Getting people to believe or trust you People never know where they stand with you. Any task involving getting people to believe or trust you is hindered.

Heavy weapons (Inability)

Geography (Trained)

Politics (Trained)

Running (Trained)

Jumping (Trained)

Perception (Trained)

Identifying (Trained)

...SPECIAL ABILITIES

Escape (2 Speed points) You slip your restraints, squeeze through the bars, break the grip of a creature holding you, pull free from sucking quicksand, or otherwise get loose from whatever is holding you in place. Action.

Glimpse The Outside (2 Intellect points) You gain a brief glimpse of several potential parallel worlds branching off from where you stand now. That glimpse provides information by showing you the results of several different actions you might take, allowing you to learn a bit more about something you can see. You get an asset on a task involving that person or object. Action.

Foil Danger (2 Intellect points) You negate one source of potential danger related to one creature or object that you are aware of within immediate distance for one round. This could be a weapon or device held by someone, a trap triggered by a pressure plate, or a creature's natural ability (something special, innate, and dangerous, like a dragon's fiery breath or a giant cobra's venom). You can also try to foil a foe's mundane action (such as an attack with a weapon or claw), so that the action isn't made this round. Make your roll against the level of the attack, danger, or creature. Action.

...NOTES

For one minute, you flicker back and forth between where you are and a variety of random dimensions. To everyone else, there is a 50% chance each round that you don't seem to exist between your actions, which means you can't be attacked if you happen to be in combat. From your perspective,you get flashes of several dimensions between your actions. Some dimensions you glimpse are not much different than where you started, but others risk mentally unbalancing you. When the duration of this ability elapses, you can attempt a difficulty 5 Intellect task to try to remember at least one of the dimensions you flickered through. If you get such a fix, you can use Dimensional Survey or Into the Outside to go there again (once you gain those abilities), should you wish. Action to initiate.

Or

Tier 3: Greater Enhanced Potential: You gain 6 points to divide among your stat Pools however you wish. Enabler.

Tier 4: Dimensional Survey (5+ Intellect points).

You step into an alternate dimension and are able to remain there for up to one hour before you are snapped back, which inflicts 4 points of ambient damage (your control over interdimensional superficies isn't perfect). If you want to stay, you attempt to do so by making a difficulty 5 Intellect roll, which extends the time before you snap back by another hour.

You must know that the destination dimension exists; the GM will decide if you have enough information to confirm its existence and what level of difficulty is required to reach it. Instead of applying Effort to decrease the difficulty, you can apply Effort to bring other people with you; each level of Effort affects up to three additional targets. You must touch additional targets to allow them to come with you. Action.

Tier 5: Untouchable (6 Intellect points).

You change your phase state for the next minute so that you can't affect or be affected by normal matter or energy. Only mental attacks and special transdimensional energies, devices, or abilities can affect you, but likewise you can't attack, touch, or otherwise affect anything. Action to initiate.

Tier 6: Into the Outside (8+ Intellect points).

You step into an alternate dimension, and are not subject to flickering or being snapped back after a set duration. You must know that the destination dimension exists; the GM will decide if you have enough information to confirm its existence and what level of difficulty is required to reach it. Instead of applying Effort to decrease the difficulty, you can apply Effort to bring other people with you; each level of Effort affects up to three additional targets. You must touch additional targets to allow them to come with you. Action.

Or

Tier 6: Hard to Kill: You can choose to reroll any defense task you make but never more than once per round. Enabler.

© 2019 Monte Cook Games, LLC. Cypher System and its logo are trademarks of Monte Cook Games, LLC in the United States and other countries. Permission granted to duplicate for personal use.