

The Huntress (Aria Hunter)

NAME _____

IS A **Rugged Human** WHO **Explorer**

DESCRIPTOR _____ TYPE _____

Hunts _____

FOCUS _____

with a Magic Flavor _____

TYPE, FLAVOR, OR OTHER _____

1 TIER

1 EFFORT

XP

MIGHT		SPEED		INTELLECT	
11	1	11	1	12	0
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 Can move only an immediate distance

Ignore minor and major effect results on rolls Cannot move if Speed Pool is 0

Combat roll of 17-20 deals only +1 damage

SKILLS

Heavy weapons (Inability)

Light weapons (Practiced)

Medium weapons (Practiced)

You have no social graces and prefer animals to people Any task involving charm, persuasion, etiquette, or deception is hindered.

Trained in all tasks involving climbing, jumping, running, and swimming

Trained in all tasks involving identifying or using natural plants

Trained in all tasks involving training, riding, or placating natural animals

continued...

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

Attack Flourish With your attack, you add stylish moves, entertaining quips, or a certain something that entertains or impresses others. One creature you choose within short range who can see you gains an asset to its next task if taken within a round or two. Enabler.

Tracker You are trained in following and identifying tracks. 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.

Find The Way When you apply Effort to a navigation task because you don't know the way, are lost, are attempting to blaze a new route, need to choose between two or more otherwise similar paths to take, or something very similar, you can apply a free level of Effort. Enabler.

Improved Edge Choose one of your Edge stats that is 0. It increases to 1. Enabler.

Vanish (2 Intellect points) You become invisible for a short amount of time. While invisible, you have an asset on stealth and Speed defense tasks. The invisibility ends at the end of your next turn, or if you do something to reveal your presence or position-attacking, using an ability, moving a large object, and so on. Action.

ATTACKS

Punch A light might attack doing 2 damage. A right jab.

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



CYPHERS

Shocker (Level 9, Manifest) Delivers a powerful burst of electricity that shocks any creature touched, inflicting damage equal to the cypher's level.

Burst Of Speed (Level 4, Subtle) For one minute, a user who normally can move a short distance as an action can move a long distance instead.

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. You carry an explorer's pack with rope, two days' rations, a bedroll, and other tools needed for outdoor survival. Granted from Rugged.

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.

Rugged

You're a nature lover accustomed to living rough, pitting your wits against the elements. Most likely, you're a skilled hunter, gatherer, or naturalist. Years of living in the wild have left their mark with a worn countenance, wild hair, or scars. Your clothing is probably much less refined than the garments worn by city dwellers.

Human

You are the definition of the average humanoid. As a group, they have average might, speed and intellect. But behind the average human lies a saga of untapped potential, a story poised to leap the bounds of the ordinary and venture into the realm of the extraordinary.

Hunts

You are a stalking hunter who excels at bringing down your selected quarry.

Choose how you became involved in the adventure:

- Against your better judgment, you joined the other PCs because you saw that they were in danger.
- One of the other PCs convinced you that joining the group would be in your best interests.
- You're afraid of what might happen if the other PCs fail.
- There is reward involved, and you need the money.

Background Connection You have made a number of discoveries in your explorations, but not all opportunities to capitalize on them have panned out yet.

Focus Connection Pick one other PC. In the recent past, while practicing, you accidentally hit them with an attack, wounding them badly. It is up to them to decide whether they resent or forgive you.

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.

Possible GM intrusion from your focus:

The quarry notices the character. The quarry isn't as vulnerable as it seemed.

Initially chose Hedge Magic or Magical Training, but wanted invisibility magic, so replaced with Vanish

PORTRAIT

...SKILLS

Running (Trained)

Climbing (Trained)