

Sally the Skeptical Evoker

NAME Sally the Skeptical Evoker

IS A Skeptical Human WHO Evoker

DESCRIPTOR TYPE

Masters Spells

FOCUS

TYPE, FLAVOR, OR OTHER

1 TIER	2 EFFORT	XP
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MIGHT		SPEED		INTELLECT	
7	0	12	0	17	2
POOL	EDGE	POOL	EDGE	POOL	EDGE

RECOVERY ROLLS d6+1 <input type="checkbox"/> 1 ACTION <input type="checkbox"/> 1 HOUR <input type="checkbox"/> 10 MINS <input type="checkbox"/> 10 HOURS	DAMAGE TRACK <div style="display: flex; justify-content: space-between;"> <div style="width: 45%;"> <input type="checkbox"/> IMPAIRED +1 Effort per level Ignore minor and major effect results on rolls Combat roll of 17-20 deals only +1 damage </div> <div style="width: 45%;"> <input type="checkbox"/> DEBILITATED Can move only an immediate distance Cannot move if Speed Pool is 0 </div> </div>
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SKILLS

Heavy weapons (Inability)

Light weapons (Practiced)

Medium weapons (Inability)

Trained in all actions that involve seeing through a trick, an illusion, a rhetorical ruse designed to evade the issue, or a lie
 For example, you're better at keeping your eye on the cup containing the hidden ball, sensing an illusion, or realizing if someone is lying to you (but only if you specifically concentrate and use this skill).

Trained in identifying

ADVANCEMENT

<input type="checkbox"/> INCREASE CAPABILITIES +4 points into stat Pools	<input type="checkbox"/> MOVE TOWARD PERFECTION +1 to the Edge of your choice	<input type="checkbox"/> EXTRA EFFORT +1 into Effort	<input type="checkbox"/> SKILL TRAINING Train in a skill or specialize in a trained skill	<input type="checkbox"/> OTHER Refer to the Cypher System Rulebook
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SPECIAL ABILITIES

Arcane Flare (1 Intellect point) You enhance the damage of another attack spell with an extra charge of energy so that it deals 1 additional point of damage. Alternatively, you attack a target within long range by projecting a flare of raw magic that inflicts 4 points of damage. Enabler for enhancement; action for long-range attack.

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.

Onslaught (1 Intellect point) You attack a foe using energies that assail either their physical form or their mind. In either case, you must be able to see your target. If the attack is physical, you emit a short-range ray of force that inflicts 4 points of damage. If the attack is mental, you focus your mental energy to blast the thought processes of another creature within short range. This mindslice inflicts 2 points of Intellect damage (ignores Armor). Some creatures without minds (such as robots) might be immune to your mindslice. Action.

Ward You have a shield of energy around you at all times that helps deflect attacks. You gain +1 to Armor. 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.

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ATTACKS

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

Mind Sliver (Onslaught Mindslice) A costs 1 intellect point, medium intellect attack doing 2 damage at short distance. Ignores armour, does intellect damage

Firebolt (Onslaught) A costs 1 intellect point, medium intellect attack doing 4 damage at short distance. Firebolt

Arcane Flare A costs 1 intellect point, medium intellect attack doing 4 damage at long distance. Long range blast
continued...



CYPHERS

Zero Point Field (Level 5, Fantastic) Renders an inanimate object outside the effects of most energy for one minute. This means the object cannot be harmed, moved, or manipulated in any way. It remains in place (even in midair).

Blackout (Level 4, 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.

Poison (Emotion) (Level 6, Manifest) The victim feels a specific emotion for one hour. Roll a d100 to determine the emotion. (Most poisons are not considered cyphers, except for a very few that are unique.) Rolled a 3. Anger. Likely to attack anyone who disagrees with them. Very hard to interact with; all such actions are hindered by two steps.

3
LIMIT

EQUIPMENT

Appropriate clothing, plus one expensive item, two moderately priced items, and up to four inexpensive items of your choice. Spellbook (Expensive item) maybe a wand, staff, orb, book, or amulet, Spellcasting focus

1

ARMOR

MONEY

BACKGROUND

A Evoker is also known as a Adept

Evoker

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.)

Skeptical

You possess a questioning attitude regarding claims that are often taken for granted by others. You're not necessarily a "doubting Thomas" (a skeptic who refuses to believe anything without direct personal experience), but you've often benefited from questioning the statements, opinions, and received knowledge presented to you by others.

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.

Masters Spells

By specializing in spellcasting and keeping a spellbook, you can quickly cast spells of arcing lightning, rolling fire, creeping shadow, and summoning.

Choose how you became involved in the adventure:

- You overheard other PCs holding forth on a topic with an opinion you were quite skeptical about, so you decided to approach the group and ask for proof.
- You were following one of the other PCs because you were suspicious of him, which brought you into the action.
- Your theory about the nonexistence of the supernatural can be invalidated only by your own senses, so you came along.
- You need money to fund your research.

Background Connection You hail from a distant place where you were well known and regarded, but people here treat you with suspicion.

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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.

Insightful

+2 to your Intellect Pool.

Granted from Skeptical

Possible GM intrusion from your focus:

The spell goes wrong. The summoned creature turns on the caster. A rival spellcaster is drawn to the magic use.

XP Advance

12xp granted, as Sally must read her spellbook to prepare spells, and also must have her spellcasting focus to hand, to cast spells.

XP was spent to advance:

Increasing her intellect edge.

Effort.

Gaining Frost Touch (swapped out Resonance Field).

PORTRAIT

...SPECIAL ABILITIES

Frost Touch (1 Intellect point) Your hands become so cold that the next time you touch a creature, you inflict 3 points of damage. Alternatively, you can use this ability on a weapon, and for ten minutes, it inflicts 1 additional point of damage from the cold. Action for touch; enabler for weapon.

...ATTACKS

Frozen Fist (Frost Touch) A costs 1 intellect point, light intellect attack doing 3 damage. Your hands are supercold and do 3 damage

...BACKGROUND

Focus Connection Pick one other PC. That character shows potential in appreciating your particular paradigm, fighting style, or other focus-provided attribute. You would like to train them, but you're not necessarily qualified to teach (that's up to you), and they might not be interested (that's up to them).