

# Sid the Skeptical (Evoker)

NAME Skeptical Human Wizard WHO

IS A Skeptical Human Wizard WHO

DESCRIPTOR Skeptical Human Wizard TYPE

Masters Spells

FOCUS

TYPE, FLAVOR, OR OTHER

1 TIER 1 EFFORT XP

MIGHT		SPEED		INTELLECT	
7	0	12	0	17	1
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  
Ignore minor and major effect results on rolls  
Combat roll of 17-20 deals only +1 damage  
Can move only an immediate distance  
Cannot move if Speed Pool is 0

## 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

☐ 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

**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.

**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.

**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.

## ATTACKS

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

**Mind Sliver (Onslaught Mind Slice)** A costs 1 intellect point, medium intellect attack doing 2 damage at short distance. Does 2 Intellect damage, ignores armour

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

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## CYPHERS

**Perfection (Level 8, Subtle)** The user treats their next action as if they had rolled a natural 20.

**Nullification Ray (Level 6, Manifest)** The user can immediately end one ongoing effect within long range that is produced by an artifact, cypher, or special ability.

**Secret (Level 5, Subtle)** The user can ask the GM one question and get a general answer. The GM assigns a level to the question, so the more obscure the answer, the more difficult the task. Generally, knowledge that a PC could find by looking somewhere other than their current location is level 1, and obscure knowledge of the past is level 7. Gaining knowledge of the future is level 10, and such knowledge is always open to interpretation. The cypher cannot provide an answer to a question above its level.

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LIMIT

## EQUIPMENT

Appropriate clothing, plus two expensive items, two moderately priced items, and up to four inexpensive items of your choice.

1

ARMOR

MONEY

## BACKGROUND

A Wizard is also known as a Adept

### Wizard

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 learned your skills faster than your teachers had ever seen before. The powers that be took notice and are paying close attention.

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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.

### My ideas about my choices.

I chose Ward as it is actually magic armour, it's also free and works all the time with no cost.  
But this could be Distortion, perhaps changing the duration to 8 hours and limiting it to self.  
Mirror Image might be a modified Distortion, lasting one minute, limited to self, providing 2 assets to Speed Defense.

Skeptical provides training in Identifying, Magic Training also helps identify magic, so Detect Magic and Identify are Specialized.

Magic Training might also be used for utility spells, this could provide an asset.

### Onslaught and Arcane Flare

By default that's 3 separate attacks. 2 short range, one doing 4 damage, the other doing 2 damage ignoring armour. The third either increases the damage of other spells, or is long range and does 4 damage.

*NB Some GM's may be less permissive, and limit onslaught to you choosing one effect*

*continued...*

## PORTRAIT

## ...ATTACKS

**Eldritch Blast (Arcane Flare)** A costs 1 intellect point, medium intellect attack doing 4 damage at long distance. Somehow Sid has access to Eldritch Blast, its a placeholder for a spell effect . A ray of force shoots long range and does 4 damage.

## ...BACKGROUND

**Focus Connection** Pick one other PC. They are deathly afraid of heights. You would like to teach them how to be more comfortable with their feet off the ground. They must decide whether or not to take you up on your offer.

## ...NOTES

Burning Hands might do 1 damage each round until fire is put out, ignores armour, or do 3 damage per round with armour reducing the damage.

Magic Missile (Arcane Flare) long range, the task to hit is eased but does 1 damage.

Ray of Enfeeblement (Onslaught) short range, does 1 damage and hinders Might tasks of it's target.

Ray of Frost (Arcane Flare), is long range, does 2 damage and hinders movement tasks of it's target.

Flavouring abilities such as Onslaught is fun. It can be a shadowbolt, a summoned creature, a curse, Discuss your ideas with the GM.

### Ideas for Advancement *(choose 4)*

Intellect Edge would help make spells easier to cast.

Skill Training in Onslaught, Arcane Flare will make those spells more accurate and useful if the GM likes power stunts,

Other- Choose a new spell (Distortion , Push, Frost Touch), or choosing +2 to your Recovery Rolls

Effort- your actions and spells can be more effective if you use effort

Adding 4 points to your pools

Wizards need a spellbook, so the optional spellcasting rule would be useful.

Then you can pickup new spells for 3xp or as treasure, which you add to your spellbook and can choose to swap out Onslaught for Distortion , or Persuasion (to Charm), during your daily spell prep, or to cast as a ritual, or use a recovery slot for an instant cast.