

Wong

NAME

IS A Charming

Adept

WHO

DESCRIPTOR

TYPE

Separates Mind From Body

FOCUS

with a Combat Flavor

TYPE, FLAVOR, OR OTHER

4

TIER

4

EFFORT

XP

MIGHT

SPEED

INTELLECT

14

0

POOL

EDGE

14

1

POOL

EDGE

20

3

POOL

EDGE

RECOVERY ROLLS d6+4



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

Heavy weapons (Inability)

Light weapons (Practiced)

Medium weapons (Inability)

You were never good at studying or retaining facts Any task involving lore, knowledge, or understanding is hindered.

Trained in all tasks involving positive or pleasant social interaction

Trained when using special abilities that influence the minds of others

Your willpower is not one of your strong points Defense actions to resist mental attacks are hindered.

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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

**Third Eye (1 Intellect point)** You visualize a place within short range and cast your mind to that place, creating an immobile, invisible sensor for one minute or until you choose to end this ability. While using your third eye, you see through your sensor instead of your eyes using your normal visual abilities. You may perceive the area around your body using your other senses as normal. Action.

**Far Step (2 Intellect points)** You leap through the air and land some distance away. You can jump up, down, or across to anywhere you choose within long range if you have a clear and unobstructed path to that location. You land safely. 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.

**Accuracy Power Shift** Level: 1

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ATTACKS

**Punch** A light might attack eased by two steps doing 2 damage. A right jab.  
Eased by one step from Accuracy Power Shift.

**Onslaught (Bolts Of Balthak)** A costs 1 intellect point, medium intellect attack eased by two steps doing 4 damage at short distance. A light weapon of your choice.



CYPHERS

**Effort Enhancer (Combat) (Level 3, Subtle)** For the next hour, the user can apply one free level of Effort to any task (including a combat task) without spending points from a Pool. The free level of Effort provided by this cypher does not count toward the maximum amount of Effort a character can normally apply to one task. Once this free level of Effort is used, the effect of the cypher ends.

**Sleep Inducer (Level 4, Manifest)** Touch puts the victim to sleep for ten minutes per cypher level or until awoken by a violent action or an extremely loud noise.

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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. You've managed to talk your way into some decent discounts and bonuses in recent weeks. As a result, you have enough cash jangling in your pocket to purchase a moderately priced item. Granted from Charming.

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ARMOR

MONEY

## BACKGROUND

### Adept

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.)

### Charming

You're a smooth talker and a charmer. Whether through seemingly supernatural means or just a way with words, you can convince others to do as you wish. Most likely, you're physically attractive or at least highly charismatic, and others enjoy listening to your voice. You probably pay attention to your appearance, keeping yourself well groomed. You make friends easily. You play up the personality facet of your Intellect stat; intelligence is not your strong suit. You're personable, but not necessarily studious or strong-willed.

### Separates Mind From Body

You can project your mind out of your body to see faraway places and learn secrets that would otherwise remain hidden.

### Choose how you became involved in the adventure:

- You convinced one of the other PCs to tell you what they were doing.
- You instigated the whole thing and convinced the others to join you.
- One of the other PCs did a favor for you, and now you're repaying that obligation by helping them with the task at hand.
- There is a reward involved, and you need the money.

**Background Connection** Your mother was a powerful Adept while she lived, helpful to many locals. They look upon you kindly, but they also expect much from you.

**Focus Connection** Pick one other PC. You knew of that character years ago, but you don't think they knew you.

## 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.

### Personable

+2 to your Intellect Pool.

*Granted from Charming*

### Possible GM intrusion from your focus:

Reuniting mind and body can sometimes be disorienting and require a character to spend a few moments to get their bearings.

### Modifications

Extra Power Shift: Prodigy (Traverse the Worlds)

Extra Spells:

Tier 1: Mist Cloud

Tier 2: Minor Illusion

Tier 3: replaced by (Traverse the Worlds)

## PORTRAIT

## ...SKILLS

### Onslaught (Trained)

## ...SPECIAL ABILITIES

**Dexterity Power Shift** Level: 1

**Healing Power Shift** Level: 1

**Intelligence Power Shift** Level: 1

**Resilience Power Shift** Level: 1

**Open Mind (3 Intellect points)** You open your mind to increase your awareness. You gain an asset to any task involving perception. While you have this asset and you are conscious and able to take actions, other characters gain no benefit from surprising you. The effect lasts for one hour. Action.

**Sharp Senses** You are trained in all tasks involving perception. Enabler.

**Stasis (3 Intellect points)** You surround a foe of your size or smaller with scintillating energy, keeping it from moving or acting for one minute, as if frozen solid. You must be able to see the target, and it must be within short range. While in stasis, the target is impervious to harm, cannot be moved, and is immune to all effects. Action.

**Hover (2 Intellect points)** You float slowly into the air. If you concentrate, you can control your movement to remain motionless in the air or float up to a short distance as your action; otherwise, you drift with the wind or with any momentum you have gained. This effect lasts for up to ten minutes. Action to initiate.

**Roaming Third Eye (3 Intellect points)** When you use your Third Eye ability, you can place the sensor anywhere within long range. In addition, until that ability ends, you can use an action to move the sensor anywhere within short range of its starting position. Enabler.

**Adroit Cypher Use** You can bear four cyphers at a time. Enabler.

**Countermeasures (4 Intellect points)** You immediately end one ongoing effect (such as an effect created by a character ability) within immediate range. Alternatively, you can use this as a defense action to cancel any incoming ability targeted at you, or you can cancel any device or the effect of any device for 1d6 rounds. You must touch the effect or device to cancel it. Action.

**Skill With Defense** Choose one type of defense task in which you are not already trained: Might, Speed, or Intellect. You are trained in defense tasks of that type. Enabler.

**Sensor (4 Intellect points)** You create an immobile, invisible sensor within immediate range that lasts for 24 hours. At any time during that duration, you can concentrate to see, hear, and smell through the sensor, no matter how far you move from it. The sensor doesn't grant you sensory capabilities beyond the norm. If you also have this ability from another source, it lasts twice as long. Action to create; action to check.

**Wormhole (6 Intellect points)** You create a doorway through time and space. The shortcut manifests as a hole in reality large enough to accommodate you and creatures of your size or smaller. One side of the doorway appears anywhere within immediate range, and the other side opens at a spot you choose anywhere within long range. Any character or object moving into one side exits from the other. The door remains open for one minute or until you use an action to close it. Action to initiate.

**Prodigy Power Shift** Give up a lower-tier ability to get a higher-tier ability that matches your character concept. For example, if your swashbuckling teleporter is a Graceful Explorer who Fights With Panache, you could give up one of your tier 1 Explorer abilities (so you'd only have three instead of four) or give up your tier 1 focus ability, Fights With Panache, and instead select the tier 4 ability Short Teleportation.

**Mist Cloud (1+ Intellect point)** You create an area of mist an immediate distance across. The cloud lingers for about a minute unless conditions (such as wind or freezing temperatures) dictate otherwise. In addition to the normal options for using Effort, you can choose to use Effort to increase the area (one level of Effort to fill a short area, two to fill a long area, or three to fill a very long area). Action.

**Minor Illusion (1 Intellect point)** You create a single image of a creature or object within immediate range. The image must fit within a 10-foot (3 m) cube. The image can move (for example, you could make the illusion of a person walk or attack), but it can't leave the area defined by the cube. The illusion includes sound but not smell. It lasts for ten minutes, but if you want to change the original illusion significantly—such as making a creature appear to be wounded—you must concentrate on it again (though doing so doesn't cost additional Intellect points). If you move beyond immediate range of the cube, the illusion vanishes. Action to create; action to modify.

**Traverse The Worlds (8+ Intellect points)** You instantaneously transmit yourself to another planet, dimension, plane, or level of reality. You must know that the destination exists; the GM will decide if you have enough information to confirm its existence and the level of difficulty to reach the destination. In addition to the normal options for using Effort, you can choose to use Effort to bring other people with you; each level of Effort used in this way affects up to three additional targets. You must touch any additional targets. Action.

**Contact** You have an important contact who is in an influential position, such as a minor noble, the captain of the town guard/police, or the head of a large gang of thieves. You and the GM should work out the details together.

## ...CYPHERS

**Skill Boost (Level 4, Subtle)** Dramatically but temporarily alters the user's mind and body so they can ease one specific kind of physical action by three steps. Once activated, this boost can be used a number of times equal to the cypher's level, but only within a twenty-four-hour period. The boost takes effect each time the action is performed. For example, a level 3 cypher boosts the first three times that action is attempted. Roll a d100 to determine the action. Rolled a 62. Jumping.

**Water Adapter (Level 6, Manifest)** The user can breathe underwater and operate at any depth (without facing the debilitating consequences of changing pressure) for four hours per cypher level. This cypher can also be used in the regular atmosphere, allowing the user to ignore ill effects from very low or very high atmospheric pressure. The cypher does not protect against vacuum.

**Motion Sensor (Level 4, Subtle)** For one hour per cypher level, the user knows when any movement occurs within short range, and when large creatures or objects move within long range (the cypher distinguishes between the two). It also indicates the number and size of the creatures or objects in motion.