

# Sparky (David Szarsky)

NAME

IS A  Swift  Explorer  WHO

DESCRIPTOR  TYPE

Rides The Lightning

FOCUS

TYPE, FLAVOR, OR OTHER

1 TIER 1 EFFORT XP

MIGHT		SPEED		INTELLECT	
10	1	14	0	14	1
POOL	EDGE	POOL	EDGE	POOL	EDGE

RECOVERY ROLLS d6+1

☐ 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 (Practiced)

Fast but not necessarily graceful Any task involving balance is hindered.

Trained in initiative actions (to determine who goes first in combat)

Trained in running actions

## 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

**Shock (1 Intellect point)** Your hands crackle with electricity, and the next time you touch a creature, you inflict 3 points of damage. Alternatively, if you wield a weapon, for ten minutes it crackles with electricity and inflicts 1 additional point of damage per attack. Action for touch; enabler for weapon.

**Charge (1+ Intellect point)** You can charge an artifact or other device (except a cypher) so that it can be used once. The cost is 1 Intellect point plus 1 point per level of the device. Action.

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

**No Need For Weapons** When you make an unarmed attack (such as a punch or kick), it counts as a medium weapon instead of a light weapon. Enabler.

**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.

**Block (3 Speed points)** You automatically block the next melee attack made against you within the next minute. Action to initiate.

**Dexterity Power Shift** Level: 1

**Healing Power Shift** Level: 2

**Single Attack Power Shift** Level: 2

## ATTACKS

**Fast Punch** A medium speed attack doing 4 damage. A lightning left jab. Treated as a Medium weapon from No Need for Weapons.

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



## CYPHERS

**Mind Restricting Wall (Level 5, Fantastic)** Creates an immobile plane of permeable energy up to 20 feet by 20 feet (6 m by 6 m) for one hour. The plane conforms to the space available. Intelligent creatures passing through the plane fall unconscious for up to one hour, or until slapped awake or damaged.

**Force Cube (Level 7, Fantastic)** Creates an immobile cube composed of six planes of solid force, each 30 feet (9 m) to a side, for one hour. The planes conform to the space available. (Although a force cube's walls are not gaseous permeable, there is likely enough air within for trapped creatures to breathe for the hour it lasts.)

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LIMIT

## EQUIPMENT

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

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.

### Swift

You move quickly, able to sprint in short bursts and work with your hands with dexterity. You're great at crossing distances quickly but not always smoothly. You are likely slim and muscular.

### Rides The Lightning

You create and discharge electrical power.

### 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 served in the military with honor.

**Focus Connection** Pick one other PC. They commissioned you to do a job for them. You've already been paid but haven't yet completed the job.

## 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.

### Fast

+4 to your Speed Pool.

*Granted from Swift*

### Possible GM intrusion from your focus:

Targets other than those intended are shocked. Objects explode.

## PORTRAIT