

Akane Tendo

NAME

IS A Strong-Willed

DESCRIPTOR

Martial Artist

TYPE

WHO

Needs No Weapon

FOCUS

1

TIER

1

EFFORT

0

XP

MIGHT

SPEED

INTELLECT

10 (+4) 10 (+2) 8 (+4)

14

1

POOL

EDGE

12

1

POOL

EDGE

12

0

POOL

EDGE

RECOVERY ROLLS 1d6+



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

SPECIAL ABILITIES

Fists of Fury (140)

Flesh of Stone (141)

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*

SKILLS • MIGHT

T = trained, S = specialized, I = inability

T S I

SKILLS • SPEED

T S I

Balance

X

Running

X

SKILLS • INTELLECT

T S I

Resist Mental Effects

X

Excessive Concentration or Focus

X

Problem Solving

X

Memorization

X

Lore Resources

X

ATTACKS

MOD DAM

Swipe

-1



CYPHERS

2

LIMIT

EQUIPMENT

Simple Dresses, School Uniform, Gi

Bokken, Bo

Smartphone

Binoculars, First Aid Kit

Blanket, Briefcase, Cast-Iron Skillet, Tea

Kettle

0

ARMOR

MONEY

BACKGROUND

NOTES

Player Interrupts:

Perfect Setup: You're fighting at least three foes and each one is standing in exactly the right spot for you to use a move you trained in long ago, allowing you to attack all three as a single action. Make a separate attack roll for each foe.

You remain limited by the amount of Effort you can apply on one action.

Old Friend: A comrade in arms from your past shows up unexpectedly and provides aid in whatever you're doing. They are on a mission of their own and can't stay longer than it takes to help out, chat for a while after, and perhaps share a quick meal.

Weapon Break: Your foe's weapon has a weak spot. In the course of the combat, it quickly becomes damaged and moves two steps down the object damage track.

GM Intrusions:

Striking certain foes hurts you as much as it

PORTRAIT