

## 1: Cypher System - Google+

*The Predation character sheet and companion sheet (a form-fillable version as well as a version to print). The Unmasked character sheet (a form-fillable version as well as a version to print). And the Cypher System campaign design worksheet (in standard, super-printer-friendly, and form-fillable versions).*

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### 2: Alternative Character Sheet? - CypherCast Hub

*Reddit gives you the best of the internet in one place. Get a constantly updating feed of breaking news, fun stories, pics, memes, and videos just for you. Passionate about something niche?*

While the bestiaries for Numenera, The Strange, and Cypher System have plenty of wonderful creatures for your players to encounter, sometimes you see something you know your players need to encounter during their adventures. Octopodes despise any association with these relatively mindless predators and will pay handsomely to anyone who brings evidence of a successful kill. Hungers for flesh Environment: Anywhere in the Ocean, Solitary Health: The bite attack is venomous and requires a Might Defense roll if the attack succeeds. On a failed roll, the victim becomes respiratory muscles begin to seize up, and breathing becomes difficult. They take an additional 2 points of Intellect Damage then Might, then Speed each round as oxygen struggles to make it to their brain. To stop the progress of the venom, someone must pass a level 6 heal check, assisting with false respiration. To avoid being grabbed, the adventurer must succeed on a Might Defense roll, level 7. The Octopus Dragon is not intelligent like the Octopodes it resembles. It cannot be reasoned with. Patient predators, they use their superior camouflage abilities to blend in the with terrain and attack when prey draws near. When a party is investigating something on the sea floor or in a coral reef, the Octopus Dragon might be laying in wait. They are drawn to numenera, or semi-precious jewels, and will kill to add them to their hoard. Like most dragons, the Octopus Dragon keeps a hoard, usually in a nearby cave. While typically composed of pearls and shells, adventurers may also find several oddities, 2d20 abadis, cyphers or even an artifact in the hoard. If time is taken, a careful explorer might be able to extract enough venom for three uses from the mouth of the Octopus Dragon. The PC fails to realize that the Octopus Dragon has another limb that has been camouflaged, and it now uses it to attack the PC. Mantis Dragon Level 6 With a silhouette that shocks with its very wrongness, the Mantis Dragon is an enormous hybrid that is as deadly as it is frighteningly alluring. With their ability to enthrall prey, Mantis Dragons typically wait until their targets are too close to even contemplate escape before capturing them with their hypnotic hum and fluttering of wings. Grasslands, temperate and tropical climates, Solitary Health: Stealth as Level 7, Perception as Level 7 Movement: Short, Long when flying Combat: Mantis Dragons are predators, and cannot be reasoned with. The party might venture into its territory and it sees a chance for a meal, or hunters in the region have reported the Mantis Dragon as a threat on their ability to hunt for food for their families. The hoard typically consists of 2d20 shins, several oddities, and cyphers, taken from previous meals. While an adventurer is in its clasp, the Mantis Dragon takes to the air, and drops them. The adventurer has moments to try to stop their fall. Images from Gomalemo on Tumblr Share this:

## 3: Cypher System Core Book Review - RPG Knights

*character sheets. tm attacks name descriptor type focus cypher system rulebook campaign genre gm types available.*

I was a backer for the initial Numenera Kickstarter, which played a big part in the genesis of Monte Cook Games. And, seeing this book come out makes me a bit giddy. One of the first things I said, even back during the time of the Numenera beta test, was how the system seems to run so smooth, I could see running just about any genre RPG with its sleek, simple rules. Crunchy is for cereal, not games, after all. Let me preface this by saying: I enjoyed the book and will most certainly be purchasing it down the road. I think it has some neat pieces that I really enjoy. I mean, pre-order is a thing, right? There are a few reason and limited resources i. Amazing how bills can stack up when living relatively frugally. And, finally, most of the people I game with regularly do not enjoy the Cypher System. They have some excellent points. Their points are not invalid. I can see past their objections and still thoroughly enjoy the system. That brings us to the first big negative of this review. If your problem was the setting, then yes, you might very well enjoy this core book. Nothing here changes the core mechanics of how the game works. In fact, this book essentially strips all the flavor and trappings off the rules, leaving them in their bare form, plain for all to see. The badâ€™ and the goodâ€™ news is that all of these things remain. Cypher System Customization As I mentioned earlier, I immediately recognized this system as one that I could use to play different kinds of games. Even with my own half-finished creations, I rely on those infinitely more talented or educated in design theory and mathematics to help me get past these things. This is a game. Here is the framework for the rules. You should toy around and make it your own. They even go so far as to say not to worry about balance. Instead, worry about having fun. I know that made some designers and creators cringe, but there is a certain amount of truth to the statement. The jump right in, giving you some new character types to play with including the adept and warrior, but also the techie and stealth-flavored heroes or villains, as the case may be. Before they close out the section, the team provides guidance for modifying and even creating your own types. They do the same with descriptors and foci. They even show how to use descriptors as race, for those who want to play their dwarven warrior who breathes fire. Many of the descriptors and foci are from previous games, but some look new. How About that Equipment? The MCG team is creating a book without a set campaign. They had two options. They could have made a HUGE equipment section of rather sparse. They stayed with rather sparse. Equipment all is relatively simple. You might add different flavor to different pieces of equipment, but they all serve some purpose. This, mind you, is coming from a guy who enjoys playing games where there is a definitive difference in how his characters use different types of swords and their effectiveness. In the Cypher Systemâ€™ you have a light sword, medium sword, and heavy sword. The Rules We talked about these before. One thing Monte Cook and his team will do is explain why rules work a certain way. Want to know how to play the game? Pick up the books or borrow from a friend. Optional Rules Some of these have been around since the first Numenera book. Others have cropped up over time. This is where you can get a better insight into how and why the rules work the way they do and consider how and why you might change them. There is also more discussions here on how you can customize characters to fit your setting and particular play style. So, if you really want to toy with the system and build your campaign from the ground up, you cannot afford to skip this section. Cypher Genres About half way through the book, we make it into the genres section. This is split up into fantasy, modern, science fiction, horror, and superheroes. Now, how much can we expect here, really? Entire tomes have been written on each of these genres and their sub-genres. For each of the genres, the creators start with a basic introduction into what the settings would typically include. But, come on, you should probably know this already. After the brief intro to the genre, the crew puts together suggestions for standard characters and what type they would fall under. Then, there are suggestions for foci that would potentially work well within the setting. They also provide a list of suggested creatures and equipment you would probably expect to see for these types of games. After these lists, they provide suggested cyphers and artifacts for the genre setting. The fantasy sci-fi settings even includes some sample racial descriptors. They refer to it during the beginning of the book as the genre that breaks all the rules. And, once I get into reading

it, I see they meant it. There is advice on letting superheroes take a more diverse set of powers, more gear, and even a new ruleâ€”Power Shift. Heck, I see it. I think about it. I think of how I could very easily apply to other games where I want even more larger than life heroes kicking around in my campaign setting. Now, by my count, the book is just over pages long. The genre section is about 50 pages long, so about Again, do you know how much you could write about these genres? Why would you be interested in playing in a genre you have never watched or read? I like taking stats and making my own critters. The same goes for NPCs. Next up is Cyphers. This is where the game gets its name from. I have my own problem with Cyphers. But, here you are, supposed to know what they do and how to use them. It makes more sense to me in a traditional fantasy, sci-fi, or even modern game where things are more commonly defined with points of reference. This is one I struggle with sometimes, but is usually easy enough to hand-wave with players. It could be any myriad of things, like strange energies or frequencies interfering with one another, for example. Some might call it GM advice. I know there are people who have problems with advice given hereâ€”like hiding the target numbers from players, but I enjoy and even agree with a number of things mentioned. A few notes in closing. I was sent some high res images and those are beautiful. If the quality of art remains in the final product, I can assure you it is gorgeous. I even shared some of the high-res images provided here with permission, of course. Ah, the character sheet. However, it is nowhere near as creative and gorgeous as the Numenera character sheet.

## 4: D&D 5E Character Sheets!

*Differences between the Cypher System and Numenera Armor is simpler and have less bookkeeping. The types are split into four and are all much more customizable. wearing armor you aren't proficient in makes spending effort on speed-based rolls costs more.*

This well-crafted dagger is made of a glowing white metal, with an extra-sharp edge. As such, it glows when drawn at the level of a torch. A glass orb the size of a fist that expands to the size of a cauldron once a day, at seemingly-random times. He has white hair, despite being very young. He is well-armed and armored, and his clothes are made in a knightly style, reminiscent of the Cymru lands to the west. He was brought back by his friends, and repaired by an artificer of great skill. BIG 16 Show 1. I will be getting the cypher system Core book soon, but already have Numenera. However, start looking and thinking about it. What is the setting for the game eg. The World of Urth homebrew setting: The setting is primarily human, with fantasy elements. Lots of things absorbed the dust, while larger shards can be used to power artifices: When these Astral Shards are uncontained, they warp reality around them: As well, magic still a very rare thing, and the common folk are rightly frightened by its use: Elves came from the stars and have alabaster skin and hair, for example. How many Players are you looking for? Will you be taking alternates, and if so, how many? Giant in the Playground 5. The worlds of Urth are a strange place. How much gold or other starting funds will the characters begin with? If you want something specific, talk to me here. Are your abilities based on something you have? Then we can start with that for free example: Are there any particular character classes, professions, orders, etc. What races, subraces, species, etc. Will you allow homebrewed races or species? Midlander local ; Akadan deserts and djinn ; Nordheimer mountain vikings ; Amazons warrior women ; Vitch mages with pointy hats ; Empyrion armored knights. Eldar elves , Druin forest elves , Drow dark elves , Pantarans think Thundercats , Dwarves, Mer humans who are aquatic , or Nim wee folk, like rpg gnomes or halflings. Does your game use alignment? What are your restrictions, if so? Do you allow multi-classing, or have any particular rules in regards to it? Will you be doing all of the die rolling during the course of the game? Will die rolls be altered, or left to the honor system? If players can make die rolls, which ones do they make, how should they make the rolls, and how should they report them? Roll on forum dice roller. If so, list and explain them, or provide relevant links to learn about these new rules. Then, as we continue, you You are either a Nano, a Glaive, or a Jack. Do you have arms? Then you can learn wielding two weapons. Once you have your ability pools in this system, any abilities you have are kind of arbitrary, imho. Treasure and events can and will add to the game. Or amazing artifacts, like Stormbringer from the Elric series or something like it. Or you could get cybernetic limbs, mutations, or whatever else comes up in play. Is a character background required? If so, how big? Are you looking for anything in particular i. If you need details, let me know, but how you act once we start is more important to me. Are your Players restricted to particular rulebooks and supplements, or will you be allowing access to non-standard material? What sources can Players use for their characters? Talk to me, use your best judgement. There are mountain passes watched over by ancient fortresses and ruins, but it has been so long since outsiders have come to the region that locals have not bothered to clear out bandits and other hazards that have clogged the paths. Indeed, the settlements, farms, and towns of Bastion are more than capable of making use of whatever ores the small mines uncover, and feed themselves well enough from their own farms. This may sound peaceful, but the dark ages of Urth are far from it: As well, the humble folk of the Dales are hardly able to leave their own farms, and Bastion is a large vale. A few merchants have made the trek in years past, several even settling down to enjoy the peace of the vale from the troubles beyond the borders; these merchants are the main source of outlanders or their descendents in Bastion, the rest of the population being considered Midlanders. The village itself is nestled on either side of the steep valley walls, along the path leading to the old ruin that was once Castle Bastion. The people of Bastion Village are friendly, and have a few shops to serve the needs of the various farms of the area. Rorick is a powerful man with a barrel chest and large, muscular arms. He has an Artifice leg that looks like incredible clockwork made of bronze, earned from when he was a warrior adventurer. He suffers from nightmares of his adventuring days,

losing his friends to flesh-eating monsters. However, he faced his fears before moving to Bastion, when his old village was destroyed by bandits. Rorick is a master weaponsmith, and can craft excellent gear for the heroes if they bring him the materials. He has several apprentices from the village, possibly even one of the heroes, and thinks well of those willing to work hard to earn their keep. Arham is an Akadan merchant who moved here with a caravan of his people many years ago. Feeling Bastion was a safe place to stay, he and several other families stayed on. Arham has done well as a trader, organizing various craftsmen and farmers to let him sell their goods. Arham is very optimistic and wants everyone to be happy, and can get people excited about his ideas, which actually happen to be good more often than not. Arham will encourage the heroes in whatever they do, and try to find work for them, or find people who need whatever they have to sell. He loves them dearly, and desperately wants to make the world a better place for them before he dies. Hjlen of Vitch is a kindly woman who is getting on in years. She has a great need for strange ingredients, and if she cannot pay in coin, she is more than happy to share some of her potions: She is caring as far as curing is concerned, and will heal anyone brought to her, regardless of payment or morality. She will keep track of what is owed to her, but will ask for ingredients, herbs, and errands as they can be more valuable than coin. Hjelen is round-bodied and wears a pointed hat of the Vitch style, as well as a heavy shawl of good quality soft wool. Inside her hut is a large collection of herbs, as well as odds and ends of interest. She has sacks of wool for knitting, and if she takes to a hero she will make them warm clothes as a sign of affection. In the Workshop, the old healer is a whirlwind and a thunderstorm, barking orders like a general as she quickly heals the wounded. It is a wonder of Bastion, and contains extremely expensive plants. The crystals in the dome affect the light, making this place more than ideal for the giant mushrooms and strange plants inside, which would not survive in normal light. Kwadlit the Alchemist is a strange creature, more like a goblin than a man, who climbs about the strange contraptions in his workshop. His building is far off to the side of the village, due to smells and potential explosions. Kwadit has patches of reptilian skin and long fingers, due to mutations from magical mishaps. His feet are extra long and have pads on them that help him climb like a spider. Despite his bizarre form which he conceals with long robes and a skullcap he serves the village with supplies for the blacksmith acids for metals, solvents to remove rust as well as processing oils, glues, and other essentials for village industries. Kwadit always needs parts for repairs, and will happily buy oddities to add to his collection. He is a master of understanding ancient contraptions, and willing to teach friendly heroes what he knows. Last edited by fireinthedust; at

### 5: Beneath Character Sheet - Fillable PDF - Severed Books | [www.enganchecubano.com](http://www.enganchecubano.com)

*The epub cypher system character and campaign sheets then is consulting. The page can deliver somewhere more than word-limits in any product, and it is in an generic j you can spell on the ad. You are up to twenty webinars that you can marry to realize all digested criteria, and you have all features on them submitted in the greater battle.*

Fan Use and Licensing Characters The Cypher System is easy for beginners to learn but offers depth, nuance, and complexity for those who want it. Character creation involves making three basic choices, each a word or phrase, which together say something about the character: Or an Impulsive explorer who Is Licensed to Carry. Or maybe a Vengeful adept who Consorts With the Dead. Type, descriptor, and focus together shape your character, providing not only abilities and skills but also possibilities for interesting backgrounds and unique bonds with the other player characters. In other words, at every step of the way, the story is as important as the mechanics. Type The Cypher System offers four basic character types. Your type establishes many of your starting traits: Your pools, edges, starting equipment, and special abilities, among other things. Some of these elements improve or are built upon as your character advances in tier. The warrior is a good ally to have in a fight. Depending on the genre and setting in question, a warrior might wield a sword and shield in the gladiatorial arena, an AK and a bandolier of grenades in a savage firefight, or a blaster rifle and powered armor when exploring an alien planet. Warriors are physical, action-oriented people. Knights, barbarians, soldiers, mercenaries, tanks, and fighters, among other character concepts, are based on the warrior type. The adept masters 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. Wizards, psychics, clerics, psions, occultists, and fey-touched character concepts are based on the adept type. The explorer is a person of action and physical ability, fearlessly facing the unknown in strange, exotic, and dangerous places. Explorers are 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. Adventurers, rogues, drifters, reporters, and detectives are among the concepts based on the explorer type. Speakers are smart and charismatic. They like people and, more important, they understand them. This helps speakers get others to do what needs to be done. Bards, diplomats, leaders, priests, and mesmerists are all based on the speaker type. The Cypher System Rulebook includes about 50 descriptors to choose from. Your descriptor does more than add roleplaying flavor. It also typically adds points to one or more pools, provides some skills, and offers one or more additional abilities and maybe even some inabilities things your character is specifically NOT good at. There are dozens of options. Your focus provides additional starting equipment, suggestions for minor and major effect results typical for your character, and one or more special abilities that stack up as your character advances in tier. It also includes options for how your character is connected to other player characters, creating a built-in rationale for character parties to come together.

## 6: Fillable Character Sheet for Cypher System : cyphersystem

*Beneath Character Sheet - Fillable PDF - Fillable character sheet. This has a stress table that is unique to the campaign.*

A couple of years ago, after the amazingly successful launch of Numenera, we were working on The Strange, our next RPG. It was based on the same game engine—the Cypher System. Which got us thinking: Why not make those rules available for you to run your own campaigns, in any setting of your choice? This was the genesis of the Cypher System Rulebook. At that time, though, we were still thinking this would be a minor release—probably just a page rulebook with little more than the existing core rules. But as Monte worked on the CSR, he kept finding more and more ways to make it better. The more Monte worked on it—and the more we ran our own Cypher System adventures and campaigns—the more we realized how awesome this book could be. Space opera and hard science-fiction. And some of us have started building and running more unique standalone settings. We can reach for stretch goals that improve the product. We can add new titles. We learn from your feedback about what you like most in the product, and can tailor it accordingly. We want to help you run great Cypher System campaigns. But we also want to give you new tools for making those games awesome and taking them into even more realms of play. The old gods are dead. Burning and crumbling, the divine realm dropped from the sky and smashed into the world like a vengeful star. The earth was plunged into darkness. Life has become cheap, brutal, and short. But from the ashes of this catastrophe, you can awaken your own divine spark. Claim a dominion; declare yourself the god of War, of the Hunt, of Winter, of Fire, or of the realm of your choice. And if you can complete your divine labors, fulfill prophecy, and throw down the despots that rose in place of the fallen gods, you might redeem a world fallen into evil. You might truly become—a god! This page hardcover is epic fantasy of the highest order, but with the creative twists you expect from Monte Cook Games. Gods of the Fall is already written and in editing, and will ship in June. It does not rely on the success of this Kickstarter to be released—although we do hope this campaign will allow some cool upgrades to the book through stretch goals. An asteroid will soon wipe out all life on earth. Now your small society is trapped in prehistory, desperate to find a way back to your time. Is that the sound of thunder you hear? Predation will be a page hardcover. When they locked you up, you made the mask. When you wear it, you can do the impossible. Just like the comic books. But the mask has always done more: It shows a world beyond the everyday grey skein of cities and people. Something golden and perfect. But the longer you wear it, the more your old self slips away. But the power calls to you. There are others like you, good, bad and indifferent. All searching for what they call Magonia—the place from their ruined childhoods, where they once escaped from this broken down world. And they all know, as you know, that something terrible is coming. The Asset Deck adds a whole new dimension to Cypher System gameplay. Assets are things that help you in completing tasks. They represent the circumstances being in your favor, the perfect tool for the job, and so on. Each card in this card deck has the details of one such asset that a GM can award to a player and that the player can in turn choose to play at any time. Maybe a PC needs to talk her way out of being arrested by the police, and so the player plays the "Perfect One-Liner" card, suggesting that the character recalls that perfect joke at the perfect time, thus making the task easier. Or maybe a PC needs to pilot a starship through an asteroid field. What if we hit some stretch goals? Most of the backer levels to the right contain one or both of these packages. If we unlock new books as stretch goals, those PDFs are added to your rewards automagically! All the Print Books: You receive all the print books funded by this campaign, as well as the Asset Deck in print. If we unlock new print books as stretch goals, you get them as part of your reward. Please see the shipping information, below. Please be aware that international shipping is expensive. We subsidize a portion of your shipping, and you can bundle your rewards to save even more. But be sure to read the shipping section, below. Add-ons are rewards that you add to your existing reward level. Simply increase your pledge by the appropriate amount. You can find more details about all of our add-ons at the pledge calculator. Some of these add-ons items are only available through this Kickstarter campaign—if you want them, be sure to add them to your pledge now! We offer a variety of backer levels with some great rewards.

## CYPHER SYSTEM CAMPAIGN SHEET FILLABLE pdf

Run your game with efficiency and style! Dice, the XP Deck, and a laminated GM quick-reference sheet keep things moving quickly at your game table. The gorgeous playmat is a beautiful centerpiece that puts useful info out where everyone can reference it. Plus you get a handy pad of 25 full-color character sheets and 18 pre-generated characters six for each setting in PDF format to print and use as you need. You also get the All the Ebooks package and All the Print Books package, and a custom autographed bookplate for each book. Details on shipping are below. As a backer at this level and most of the higher levels, you can join the ranks of the official playtesters! This level now also includes GM Gear see the add-on of that name to see what you get! The Cypher System is a unique game engine, with a number of design considerations that set it apart from other roleplaying games. The topic will be the design of the Cypher System, with a peek behind the scenes at the hows and whys of the game. Monte will also talk about designing your own Cypher System material, for your home game or for publication. There are four backer levels that allow you to contribute to either Predation, with its bioengineered dinosaurs, or Unmasked and its mysterious, power-granting masks. Going to Gen Con this year? There are three backer levels that will be of interest to you. Bruce will host a game session of Gods of the Fall, Shanna will run a playtest of Predation, and Dennis will offer a playtest of Unmasked, all at Gen Con. Gods of the Fall will be out by Gen Con, but the other titles will still be in development, so these will be actual playtest games. Enjoy an evening with Monte, Bruce, Shanna, and Dennis! If you back at this level, you and a guest will join the MCG creative team for dinner and a friendly evening. These are truly one-of-a-kind! You will have direct, personal access to Bruce, Shanna, or Dennis, and receive regular email updates about their work on Predation and Unmasked. And perhaps a few additional items you can use in your game, hand-picked by the designer. We love brick-and-mortar retailers! You will also have the option of adding on any additional titles offered through this campaign at an equivalent discount—contact us via Kickstarter message for details. This backer level is only open to actual brick-and-mortar retail stores. How would you like one of the designers to visit your store for a day of gaming and conversation? Basic shipping in the United States is free. Shipping is not free! We anticipate—but cannot guarantee—that our books will weigh about 2 pounds 0. Please also be aware that you may be responsible for import duties, and that we must comply with international law and cannot mark your reward as a gift or as a zero-value item. Duties are not included in your shipping charge. You can mitigate shipping costs by waiting to have several titles shipped at once, if you like. We guarantee that each reward will be available for a minimum period of one year from its official release date. Show your support for this campaign, and help spread the word—the way we reach stretch goals is to get the word out to more potential backers. And every stretch goal makes our journey into the worlds of the Cypher System that much more exciting! We have a great track record of producing premium-quality products and have delivered scores of different rewards on or before deadline for multiple Kickstarted projects. But every publishing project carries risks. We have a small staff, so if one of us gets lost hiking the wilds of the Pacific Northwest, it would have a bigger impact on our work than a larger company might see.

### 7: Character Sheets — MAMS Gaming

*Since my Google Fu has failed me and I couldn't find a downloadable character sheet separate from the main PDF (and my tablet explodes if I try to print off just the character sheet as it chokes with sending the page PDF to the printing app) I used a PDF editor to extract the character sheet and campaign worksheet into a separate PDF.*

### 8: Inspiration Strikes!: Tuesday Tools #1 - Cypher System Custom Character Sheet

*This Cypher System Adventure comes from the author of "The Bridges we Burn - a Numenera Adventure" and is designed for Tier 2 characters. It takes about hours to complete and can be easily adapted for any of the official Cypher System settings.*

### 9: Star Trek Character Sheet — Mephit James' Blog

## CYPHER SYSTEM CAMPAIGN SHEET FILLABLE pdf

*The Cypher System is easy for beginners to learn but offers depth, nuance, and complexity for those who want it. Character creation involves making three basic choices, each a word or phrase, which together say something about the character: I'm a Rugged warrior who Metes out Justice.*

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