

# Cypher World:

Cypher World is the promise of exploration and adventure in the uncharted wilderness on a newly discovered continent. From the deep jungles through the scorching desert to the barren wastelands and arctic wastes. Built on the base of PbtA, it's a take on the fantasy adventure formula, with combat taking a backseat, but taking inspiration from other works already made, to move creativity and ingenuity in overcoming obstacles into focus.

For experienced and new players, it aims to retain the simplicity and ease to learn from PbtA, while allowing for more flexibility mechanically.

For GM's the playbook aims at allowing for the exciting gameplay known from the fantasy genre, but in a more adaptable package.

As such, there are a few new terms that come into play and changes the PbtA formula, such as Pushing and Rote.

## Dice system:

The basic system is the known PbtA system of rolling 2D6 and adding your attribute bonus before consulting the GM.

## Pushing:

Once in a while, you come across situations that require you to strain yourself beyond your normal capabilities. In such instances you will have the option to **push** yourself. Whenever you wish to push yourself in such a way, you use one of your resources, Fortitude or Willpower to achieve this. Each effect costs 3 resources to attain, and the maximum amount of resources you can expend for each roll is equal to 3 x **Rank**. The effect the player wishes from pushing themselves is chosen from the presented list, and each effect can only be taken once unless otherwise mentioned.

The effect from a Push and the payment of resources have to be done Before the roll is made.

- Reduce difficulty of a task by 1.
- Improve the range of a handheld item by 1 step (close → short, short → long).
- Increase the effects of a magic spell or incantation. Max 5 levels of push.
- Reduce the time it takes to perform an extended activity by half.
- Add +1 to damage dealt. Max = Character Rank.
- Gain 1 additional Hold on a success
- GM's discretion for other situations where push may be applied.

## Rote:

Rote is the measure of training and familiarity one has with a skillset or ability. Mechanically, the use of Rote comes into play whenever a player wishes to **Push** their actions. **Rote** reduces the cost of pushing by one step for any skill or ability that has a rote rating, for each point of rote. E.g. a character with Magical Training[Light] 2 reduces the cost of a **Push** by 6, giving them effectively 2 “free” pushes before spending Willpower.

Rote maxes out at 3 for abilities. Any skills the player have counts as Rote 1.

## Character Creation:

As diverse as the natural world can be, so are the variations of backgrounds, races and paths of learning for those setting out on their adventure. To represent this, the way you build your character in Cypher World is by choosing a set of 3 keywords. These are **Type**, **Race** and **Descriptor**. **Type** describes the physical build of your character, and gives you a base for your Health, Fortitude and Willpower, as well as giving you a **Rote** skill. **Race** is where and what you come from, this gives you skills and abilities set by your background. **Descriptor** is your primary set of abilities, focusing on your exploration style and what powers you bring to the table.

Combining these, you can be a Sturdy Elf that Studies the Unknown, making you a healthy and hearty individual that can glean important information from limited on hand information.

### Step by step character generation:

1. **Distribute your attributes**
2. **Choose your Type**
3. **Decide on your Race**
4. **Select a Descriptor**
5. **Figure out your Derived stats**
6. **Select starting equipment**

## Attributes:

The selection of attributes is one of the more important things in the system, as this is the primary physical and mental abilities of your explorer. At creation, every character has the same attribute set, with bonuses decided on their distance away from 10, divided by 3. So a 13 has a +1 bonus, while a 7 has a -1 bonus on rolls related to the chosen attribute.

The basic attributes line is:

16 (+2), 13(+1), 13(+1), 10(+0), 7(-1).

## Types:

After distributing your attributes, you have the basic form of your character. Now it's time to choose their health, physical fitness and mental prowess. This is done through the selection of a **Type**.

In addition to gaining a bonus to your derived stats, you also gain a rote skill chosen from a small list.

- **Type: Adept**
  - **Health:** 3
  - **Fortitude:** 0
  - **Willpower:** 5
  - **Skill options:**
    - Lore [Select one]
- **Type: Scholastic**
  - **Health:** 0
  - **Fortitude:** 3
  - **Willpower:** 5
  - **Skill options:**
    - Reciting
    - Investigation
    - Convincing
- **Type: Sturdy**
  - **Health:** 5
  - **Fortitude:** 3
  - **Willpower:** 0
  - **Skill options:**
    - Thick skinned
    - Healthy
    - Endurance
- **Type: Portly**
  - **Health:** 5
  - **Fortitude:** 0
  - **Willpower:** 3
  - **Skill options:**
    - Lore [Cultures]
    - Iron Stomach
    - Heavy Mass
- **Type: Trickster**
  - **Health:** 0
  - **Fortitude:** 5
  - **Willpower:** 3
  - **Skill options:**
    - Fast Hands
    - Smooth Talker
    - Keen eyed
- **Type: Roaming**
  - **Health:** 3
  - **Fortitude:** 5
  - **Willpower:** 0
  - **Skill options:**
    - Well traveled
    - Keen eyed
    - Survival

## Races:

Races indicate more where you come from, and the culture you've been taught, rather than your personality. As such, your race describes what traditions were taught in your youth, your language and what you look like, but nothing about the culture you grew up in.

- **Race:** Birdfolk
  - **Language:** Trade Tongue
  - **Bonus:** You gain the skill "Keen Eyed".
  - **Flight:** Your feathered wings allows you to fly for short periods of time, to scout or get out of harm's way. You may fly 1 hour at a time, before needing an equal time of rest before taking flight again.
- **Race:** Cat Folk
  - **Language:** Trade Tongue
  - **Bonus:** As a catfolk, you can see in the darkness as if it was day.
  - **Catlike grace:** Regardless of how far you fall, you'll always land on your feet, allowing you to halve any damage you take from falling. In addition, you can climb and jump several times your own height without a starting run.
- **Race:** Dragon Blooded
  - **Language:** Draconic, Trade Tongue
  - **Bonus:** You can see magical effects as an aura around creatures or objects. Closer inspection allows you to understand the effect. In addition, your scaled skin gives you +1 armor that, combined with armor, can max out at 3.
- **Race:** Dwarf
  - **Language:** Dwarvish, Trade Tongue
  - **Bonus:** You gain the "Endurance" and "Nimble fingers" skills as a Rote skill.
- **Race:** Elf
  - **Language:** Elvish
  - **Bonus:** You can see in the dark. In addition, you can gain one of these 3 magical abilities: Magic Training[Light], Magic Training[Land] or Magic Training[Shadow]. These are not Rote.
- **Race:** Gnome
  - **Language:** Gnomish, Tradetongue
  - **Bonus:** You gain the "Insightful" skill.
- **Race:** Halfling
  - **Language:** Trade Tongue
  - **Lucky:** If you fail a Move, you can forgo the experience, to do a reroll. If the reroll is also a failure, you still won't get the experience.
- **Race:** Human
  - **Language:** Trade Tongue
  - **Bonus:** Choose any two skills.
- **Race:** Orc
  - **Language:** Orcish, Tradetongue
  - **Bonus:** You can trade Fortitude for Health once per day as a Move. This trade is a 1:1 ratio.

- **Race:** Devil Blooded
  - **Language:** Infernal, Trade Tongue
  - **Hellish Fires:** Before making a Move, you can **Push** to cause fire to spread as a part of the Move. If this deals damage, it equals your character rank in addition to any other damage.

## Descriptors:

The descriptor is what your character's main ability focuses on. It details what they can do and what they can learn later. Most descriptors have several alternative paths they can follow, and as they progress, they will unlock diverse abilities that enhance what they can do. Each descriptor starts with one of their abilities as rote, and all 3 of their skills.

- **Descriptor:** Becomes one with Shadows
  - **Starting abilities:** Trap Expertise, Opportunist, Untraceable Steps
  - **Starting Skills:** Choose 3; Locksmith, Stealth, Investigation, Lore [underworld], Keen Eyed, Fast Hands.
  - **Starting Items:** Set of locksmith tools.
- **Descriptor:** Builds the impossible
  - **Starting abilities:** Mechanical improbability, Idle hands
  - **Starting Skills:** Choose 3; Any crafting related skills, Lore [Materials], Locksmith
  - **Starting Items:** Set of artisan tools
- **Descriptor:** Calls the Spheres
  - **Starting abilities:** Choose 3 "Magical Training" abilities
  - **Starting Skills:** Choose 3; Lore[any], Enchanting, Investigation, Alchemy.
  - **Starting Items:** A magical focus
- **Descriptor:** Calls to the Beyond
  - **Starting abilities:** Magical Training or Monstrous Companion, Binding ritual
  - **Starting Skills:** Choose 3; Lore [occultism], Lore [any creature related], Sleight of Hand, Handling, Enchanting
- **Descriptor:** Carves a clear path
  - **Starting abilities:** Charge through, Strong back, Leads the Way
  - **Starting Skills:** Choose 3; Strike, Traps, Give speech, Maintenance, Survival.
- **Descriptor:** Charms the masses
  - **Starting abilities:** Enchanting Presence, Every town has its Legends
  - **Starting Skills:** Choose 3; Carousing, Intimidate, Perform, Persuasion, Lore [History]
- **Descriptor:** Explores the Unknown
  - **Starting abilities:** Daring Delver, Danger sense, Geographical savant
  - **Starting Skills:** Choose 3; Keen eyed, Opening Locks, Lore [Any], Climbing, Stealth, Investigation.
- **Descriptor:** Holds the Line

- **Starting abilities:** Manning the Line, Strong Back, A friend in Need
- **Starting Skills:** Choose 3; Intimidate, Persuasion, Endurance, Blocking, Tactical thinking.
- **Descriptor:** Hunts wild beasts
  - **Starting abilities:** Beastlore, Follow the Trail, Going for the Kill
  - **Starting Skills:** Choose 3; Lore [any creature type], Shooting, Striking, Stealth, Tracking.
  - **Starting Items:** Trapmaking material
- **Descriptor:** Is one with Nature
  - **Starting abilities:** Shapes of the Wild, Sustained by Nature, Voice of the Wild
  - **Starting Skills:** Choose 3; Lore [Nature], Handle, Survival, Navigation, Lore [Occultism], Alchemy, Enchanting
- **Descriptor:** Opens all Ways
  - **Starting abilities:** Opens the way or Magical Training [Space], Mechanical knack.
  - **Starting Skills:** Choose 3; Locksmith, Lore [Wards], Lore [Magic], Lore [Occultism], Fast Hands, Navigation, Investigation
- **Starting Items:** Locksmithing tools or a Focus
- **Descriptor:** Runs like the Wind
  - **Starting abilities:** Flow like the Wind, Step through danger
  - **Starting Skills:** Choose 3; Contortionist, Strike, Keen Eyed, Fast Hands, Climbing.
- **Descriptor:** Studies the Unknown
  - **Starting abilities:** Legend Lore, Understanding the Unknown
  - **Starting Skills:** Choose 3; Lore [Any], Investigation, Keen Eyed, Give Speech, Diplomacy.
- **Descriptor:** Travels the Wilds
  - **Starting abilities:** Sustained survival, The hidden paths, Animal companion
  - **Starting Skills:** Handling, Lore [Nature], Survival, Navigation, Shooting, Striking, Craft [Woodworking], Craft [Leatherworking].

## Derived stats:

As you're finishing up your character, there is one last step; finding your derived stats. These stats denote your health, your fortitude and willpower.

### **Health:**

Health is derived from your Type + your Might score. This means that if you are a Sturdy type and have Strength 16, it will bring your health to 21.

### **Fortitude:**

Fortitude is your physical prowess, and is based on Type + your highest stat between Might and Agility. If you have 0 Fortitude but 13 agility, this will give you a Fortitude of 13.

Fortitude also determines your carrying capacity. To determine your max carrying weight, take your Fortitude and multiply by 5kg. In the example above, a Fortitude of 13 gives a carrying capacity of 65kg. Double this for lifting and quadruple it for dragging.

### **Willpower:**

Similar to Fortitude, Willpower is a stat derived from your Type and one of your highest stats. These stats are Wits, Will and Charisma, as they are the measure of your mental prowess and force of personality. A type with +5, combined with a charisma of 13, gives you 18 Willpower total.

## Starting Equipment:

As a part of your adventure, you need gear to represent you and your capabilities out in the unknown. This will generally lead to carrying some kind of armor and weapon, in addition to some adventuring gear overall.

In the **Equipment** section, there will be a list of "starting" equipment, which may be selected from the beginning, before the adventure starts. This is equipment that the player won't have to pay for before they start.

In addition to this, some Descriptors have a "unique" starting item they have access to.

## Advancement:

Whenever a character accrues enough Xp, they can spend that Xp to advance into the next rank.

*To advance to the next rank, a player has to have Xp equal to their Rank x 8.*

This means that to progress to Rank 2, they need 8 Xp, to Rank 3, they need 16 etc.

Whenever a player progresses to a new Rank, they can gain one Advancement they can spend.

The advancements are divided into Tiers, limiting their access based on the character Rank.

- Tier 1: Rank 1+
- Tier 2: Rank 5+
- Tier 3: Rank 10+

## Advancements:

- Learn a new skill.
- Increase Rote of an ability by 1.
- Increase an attribute by 3 (Max 19).
- Increase a derived stat by 5.
- Select a new ability from the Universal Abilities or Descriptor abilities.

## Skills and Abilities:

### Skills:

As any explorer travels the world, they acquire skills to achieve their goals. These can be vital for their job, or just a hobby they picked up over time.

Skills in Cypher World are not based on a set list of predefined skills you can choose from, but rather on the characters definition of their skillset and where they can apply the skill. As such, it is the players job to persuade the GM that the skill applies to any situation.

Because of this, the GM needs to be a part of the creation of characters, to make sure that the skills chosen do not break the game fully, but stay somewhat defined towards a task.

The “Contortionist” skill for instance, can be used both for sneaking through small openings, as well as hiding, but a “Acrobatic” skill won’t work for the same applications. The skill should have a defined goal and reason to why it is chosen, so choosing “Lore [Universe]” won’t work on anything small like the different cities on a continent or the cultures, magic etc. from a specific location. That would be a specific “cultures” or “magic” Lore.

### Skills and Rote:

Skills are a generic set of abilities that the player have accumulated through training, but is not the players everyday trade. As such, any skills acquired by the player counts as Rote 1.



## Abilities:

Following is a list of all the available abilities, and how Rote affect them.

The list is divided into a set of universal abilities and Descriptor abilities. The universal abilities can be chosen by anyone during Rankup, while the Descriptor abilities are limited to the specific descriptor listed.

The abilities are further grouped by Tiers. Each Tier limits what Rank the character has to be at to access the Abilities. This is also listed under the **Advancement** section.

### Universal Abilities:

#### Magical Training [Sphere]

Magic in CW is limited to different spheres of magic, sources of power that the explorers have to master in their training. Each sphere has a set of keywords that function as guides for the player and GM to their use. There are guidelines, and as such, the player can try to convince their GM that their sphere can be used in a manner that is not directly under the keywords for that sphere. The **Elemental** sphere is special, as the character needs to specify what kind of element they wish to specialize on. E.g. Ice, Fire, Earth, Lightning etc.

In addition, Magical training is one of the few universal abilities that have its own pushing track where the characters have to decide what they want to achieve before they attempt a casting, then the GM consults the pushing track to determine how hard the character has to **Push**. To use this ability, roll a +Wits or +Will to activate.

Healing and Damage done by this ability is based on D8's,

Spheres:	Keywords:
Beast	Adaption, Calling, Misdirection, Scouting, Stealth
Chaos	Boosting, Divination, Fates, Hindering
Dark	Blinding, Cursing, Detection, Obfuscation
Death	Crippling, Harming, Necromancy, Reviving
Demons	Binding, Calling, Controlling, Cursing
Dragon	Aspects, Endurance, Knowledge
Elemental	GM digression based on element.
Land	Endurance, Pathfinding, Survival
Life	Buffing, Healing, Rejuvenation, Revival
Light	Illumination, Revelation, Scouting, Speed
Mind	Binding, Confusion, Illusions, Stealth

Ocean	Calling, Control, Endurance, Travel
Shadow	Conjuring, Illusions, Obfuscation, Stealth
Sky	Call, Flight, Scouting, Weather
Space	Binding, Gravity, Manipulation, Teleportation
Time	Aging, Buffing, Hindering

Pushing Track:

- Impact: 0/1/2/3                      - Physical effect; Ability/1D8/2D8/3D8
- Scope: 0/1/2/3                      - Area; Small animal/Human/Room/Large House
- Range: 0/1/2/3                      - Range; Touch/100m/Horizon/Continent

Descriptor Abilities:

### **Becomes one with Shadows**

Starting abilities:

Opportunist - Whenever you end up in a situation where someone is unaware or distracted away from you, you can take advantage of this. If you attempt to affect a target in any way that would require a reaction from the target, you automatically succeed.

Trap Expertise - You are adept at working with and on traps. You automatically detect non-magical traps, and if you encounter any traps, you can spend a short time studying the trap and understand its trigger and function without having to roll for it.

Untraceable steps - Whenever you attempt to keep hidden from pursuers or enemies, you cannot be traced by non-magical means. In addition, you can step into one shadow, and emerge from another shadow you can see within 50m.

Tier 1:

Tier 2:

Tier 3:

## **Builds the Impossible**

Starting abilities:

Idle Hands - Whenever you are out traveling, or spending some time in a town, if you have some time to spare, and you're not busy with another activity, you can make small trinkets and machines with available materials that can perform a single action. This can be simple things like creating a wooden lockpick set, a new bowstring for a bow or similar. Regardless of what you create, these items can only be used once before breaking.

Mechanical Improbability - Whenever you come across a situation where you need a mechanical solution to a problem, you can solve it with whatever is at hand. A rushed situation requires a Wits roll to achieve. A success achieve the basics of what you hope for, while a critical success will give you 3 additional Hold, and give you additional effects. GM discretion applies.

Tier 1:

Tier 2:

Tier 3:

## **Calls the Spheres**

Starting abilities:

Magical Training - Choose 3 Spheres to learn. One of which as Rote 1.

Tier 1:

Tier 2:

Tier 3:

## Calls to the Beyond

Starting abilities:

**Binding Ritual** - You specialize in binding and unbinding targets and effects for a limited time. These effects aren't limited to a few uses, but can be used to bind a creature into service, seal or unseal magical effects, lock the movement of enemies or similar. As a Move, you can roll a +Wits, +Will or +Charisma roll to activate this ability. A success targets a single effect or target to affect, while a critical success gives you 3 Holds extra to use on effects.

Extra targets: 1 hold each

Longer effect: 1 additional round (per target) or 10 min/1 hour/1 day

**Monstrous Companion** - You have bound a summoned entity permanently to you as a companion. You describe this being according to the following list, choosing 4+Rote advantages, and 1 weakness of the creature. Each advantage can be chosen more than once.

Advantages: Sturdy, Camouflage, Fast, Flight, Ferocious, Huge, Intimidating, Hunter, Guard, Coordination, Searching, Scouting, Aquatic, Mount, Climbing, Distracting.

Weaknesses: Slow, Frightening, Stubborn, Stupid, Forgetful, Scared, Savage, Deaf, Weak.

Your companion does not act on its own during combat, but aids in activities that you attempt, depending on the advantages it has. These advantage bonuses equal its rank in each advantage, Max 3.

You share a connection to your companion, and you can dive into its senses to share what it sees and hears. While doing this, your own senses are blocked out.

Advantage	Effect	Advantage	Effect
Aquatic	Can breathe underwater	Guarding	Keeps guard and alarms
Camouflage	Can hide in any terrain	Huge	Is massive
Climbing	Can Climb	Hunter	Can hunt for food
Coordinated	Add rank to Move to Strike	Intimidating	Intimidating presence
Distracting	Creates diversions	Mount	Can be ridden
Fast	Moves at incredible speed	Scouting	Can scout ahead and solo
Ferocious	Add rank to Damage dealt	Searching	Adept at finding things
Flight	Can fly	Sturdy	Add rank to armor

Tier 1:

Tier 2:

Tier 3:

### **Carves a Clear Path**

Starting abilities:

Charge Through - Regardless of what obstacles stand in your way, you will find a way through. Whenever something stands in your way and it can be moved by mundane forces, you can smash through it. As a Move, you roll +Might to crash through the obstacle.

Leads the Way - Wherever you go, others follow. If you go first, or lead the way through a difficult situation, other characters add your Wits+Rote to their roll, if they mirror your Move. In combat, this only applies to the first character following.

Tier 1:

Tier 2:

Tier 3:

### **Charms the Masses**

Starting abilities:

Enchanting Presence - Regardless of where you go, people are drawn to you. Whenever you try to interact socially with other people and races, your presence draws them in, resulting in a favorable result in your favor. Mechanically, this means that you add your Rote to any social rolls you do, as well as any partial successes will not give you a negative consequence. Whenever you succeed on a Social Move, you gain additional Holds equal to your Rote.

Every town has its Legends - You have a mind for wonder and mystery, and with a social personality, you've heard stories told countless times. Whenever you come across an unknown object, place or creature, you can, as a Move, recall information about the entity in question. The information you recall is always related to legends and stories you've heard from the locals, and rarely give exact information.

Tier 1:

Tier 2:

Tier 3:

## **Explores the Unknown**

Starting abilities:

**Danger Sense** - Having traveled the world enough and sought out its dangerous places, you've grown accustomed to the small changes in the environment that follows a trap, landslide or ambush. Whenever a dangerous situation catches you unaware, you still have the time to react, allowing you to Defy Danger to avoid harm.

**Daring Delver** - Exploration of unknown caves and dungeons is an everyday activity to you, and squeezing through areas normally seen as impossible to pass through equally so. As long as your head can get through a gap, you're able to squeeze the rest of your body through as well.

**Geographical Savant** - Endless travel and exploration has given you a natural sense for the scale and size of any area you occupy. You also always know which direction is North. Whenever you Discern Realities regarding your surroundings, you gain extra Holds equal to your Rote in Geographical Savant.

Tier 1:

Tier 2:

Tier 3:

## **Holds the Line**

Starting abilities:

**A friend in Need** - Regardless of the situation, you're ready to aid your friends and allies. As long as you are able to move and have the use of your hands, you find a way to Aid an ally as long as you can see them.

**Manning the Line** - You are used to weather a storm, and stand your ground when needed. When an effect would put you and several of your friends in danger, you can use your body to block it from reaching your allies. As a part of a Defend move, you can block the effect from 1+Rote other allies of you. You take the effect as normal.

Tier 1:

Tier 2:

Tier 3:

### **Hunts wild Beasts**

Starting abilities:

Beastlore - Whenever you come across a trail, evidence or description of a beast, you can with little effort recall information relevant to the signs you get, leading to a understanding of the beasts abilities and habits. In addition, if you Discern Realities to figure out more, you gain information about weaknesses of the being equal to 1+Rote.

Follow the Trail - Once you've found the trail of a being, you don't lose it. Once you've found a trail, you can follow that trail at full pace, and you won't have to search for it again for the next day. You can also tell if the being is wounded and how far in front of you it is.

Going for the Kill - Whenever you make an attack against a creature you know the weakness off, you add 1+Rote to the damage to that attack.

Tier 1:

Tier 2:

Tier 3:

### **Is one with Nature**

Starting abilities:

Shapes of the Wild - Choose one biome: Forest, Plains, Desert, Mire, Delta, Subterranean, Islands, Sea, Mountain, Tundra, Arctic.

As a Move, you can roll +Will and assume the form of an animal that lives in that biome. On a Fail, you turn into the animal and Hold 1, in addition to what the GM says. On a partial success you hold 1+Rote. On a critical success, hold 3+Rote.

You can stay in that form as long as you want, or until you've spent all your Holds, whatever comes first. Whenever you wish to use an ability that is unique to the animal, like a Snakes poison bite, a Hawks diveattack, a Spiders web or similar (GM Discretion), you spend a Hold to use that move.

Sustained by Nature - Whenever you travel or is out exploring, you can sustain an amount of allies equal to 1+Rote with food and water, as long as you're able to cover ground and search around while in the wilds.

Voice of the Wild - You can understand and are understood by animals, and they show at worst a neutral attitude towards you if you don't pose a threat. As a Socialize move, you can ask 1+Rote questions to the animal, and receive truthful answers as they share their knowledge.

Tier 1:

Tier 2:

Tier 3:

### **Opens all Ways**

Starting abilities:

Opens the Way - Everything is a lock in some way. If it is the door barring you from getting into a vault, or the just closed pathway after a mage has teleported, you have a knack for opening the way. Unless the way requires specific circumstances or unique items to open, you won't have to roll to open the lock. If the lock requires such, you roll +Agility to open the way. On a success you can ignore 1+Rote pre requirements to open the way.

Mechanical Knack - When you come across any mechanical device, you understand the general function of the device just by studying it. With a +Wits roll, you discern what is required to make it operate again and if you can make due with what is at hand.

Tier 1:

Tier 2:

Tier 3:

### **Runs like the Wind**

Starting abilities:

Flow like the Wind - No obstacle can impede your speed. You're adept at running up and down walls, slopes, trees and rocks as fluently as on flat ground.



When you encounter a physical obstacle that is higher than you or requires a long jump, you do not require a dedicated move to bypass it if it is lower than  $2 + \text{Rote} \times 2\text{m}$  high, or  $2 + \text{Rote} \times 5\text{m}$  wide.

Step through danger - Whenever you Defy Danger, you can add  $1 + \text{Rote}$  rating to the roll, or you can reduce damage taken by  $1 + \text{Rote}$ . You have to decide how to use these points before rolling for the

Tier 1:

Tier 2:

Tier 3:

## **Studies the Unknown**

Starting abilities:

Legend Lore - Whenever you come across a situation where something unknown or mysterious occurs, you can make a Recall Lore move, adding  $\text{Rote} + 1$  to the move. Regardless of the result, you gain  $+\text{Rote}$  pieces of information.

Understanding the Unknown - Cutting through the veil of the unknown, your understanding of form and function based on myths and legends, allows you to roll  $+\text{Wits}$  to aid others in understanding the phenomenon. If you succeed on your roll, you add  $+\text{Rote}$  to any later attempts to interact with the specific piece. Note this down for later remory.

Tier 1:

Tier 2:

Tier 3:

## **Travels the Wilds**

Starting abilities:

Animal Companion - You have an animal companion that follows you on your adventures. You choose the animal you want, and give it advantages based on the form it

takes together with the GM. Choose 4+Rote advantages, and 1 weakness for the creature. Each advantage can be chosen more than once.

Advantages: Sturdy, Camouflage, Fast, Flight, Ferocious, Huge, Intimidating, Hunter, Guard, Coordination, Searching, Scouting, Aquatic, Mount, Climbing, Distracting.

Weaknesses: Slow, Frightening, Stubborn, Stupid, Forgetful, Scared, Savage, Deaf, Weak.

Your companion does not act on its own during combat, but aids in activities that you attempt, depending on the advantages it has. These advantage bonuses equal its rank in each advantage, Max 3.

You share a connection to your companion, and you can dive into its senses to share what it sees and hears. While doing this, your own senses are blocked out.

Advantage	Effect	Advantage	Effect
Aquatic	Can breathe underwater	Guarding	Keeps guard and alarms
Camouflage	Can hide in any terrain	Huge	Is massive
Climbing	Can Climb	Hunter	Can hunt for food
Coordinated	Add rank to Move to Strike	Intimidating	Intimidating presence
Distracting	Creates diversions	Mount	Can be ridden
Fast	Moves at incredible speed	Scouting	Can scout ahead and solo
Ferocious	Add rank to Damage dealt	Searching	Adept at finding things
Flight	Can fly	Sturdy	Add rank to armor

The Hidden Paths - Whenever you are out traveling the wilds, you can use your knowledge of the terrain to hide your movements, cut the travel time short, or follow routes that keep the group sustained for the journey. Choose 1+Rote effects from the chart below before each day of travel.

Selection and cost:	Effect:
Hide - 1	Add your Will to Stealth rolls of party
Travel time - 1 or 2	Reduce time by - 1: $\frac{1}{3}$ - 2: $\frac{1}{2}$
Survival - 1	Party is sustained by nature

Sustained Survival - Your knowledge of the plants and herbs in the wilds are beyond measure, and as such, you can aid in the creation of helpful medicine. Whenever you have a day to prepare, you can create a selection of potions. You can create and maintain a total of 1+Rote potions of any time with the materials you have at hand, divided between Healing potions, Antidotes and Cures'Em All's.

Tier 1:

Tier 2:

Tier 3:

## Equipment:

### Money:

“Money talks” is an expression used widely, and it also does so in the Cypher World. To represent this, the monetary values represented in this section is split into 4 different coins that are in use:

Shards - 1/20th of a Shilling

Shilling - 1/10th of a Gold

Gold - 1/50th of a Plat

Plat - 50 golds worth

Most daily transactions are done with Shards(sp) as the main monetary value. This is followed by the more valuable Shilling(Shp), which is where the main transactions take place, and in which monthly wages are paid. Gold(gp) is the standard of the Rich folks and investments where a small house ranges from 2gp and up. Plat is for the mass savings of the super wealthy.

### Encumbrance:

Cypher World does not calculate encumbrance as normal, instead try to think about what a character brings with them, to not let it go fully overboard with what they have on their person.

This is reflected in weight not being mentioned in the equipment section.

### Starting equipment:

The selection of starting equipment by the explorers is a vital step to the character creation, and as somewhat experienced explorers, they have some basic gear in place, as well as some starting money.

Starting money:

Shilling - Roll 1d6

Shards - Roll 2d6

Starting equipment selection:

- |                            |                          |
|----------------------------|--------------------------|
| - Magical Focus            | - Crampons               |
| - Backpack                 | - Crowbar                |
| - Bedroll                  | - Fishing equipment      |
| - Blanket                  | - Game set               |
| - Books                    | - Grappling hook         |
| - Bottles, Glass           | - Hunting Trap           |
| - Caltrops (1 use bag per) | - Ink and quill          |
| - Candles (5 pieces)       | - Insect repellent salve |
| - Chain (3m)               | - Ladder (3m)            |
| - Chalk (5 pieces)         | - Lantern (Max 1)        |
| - Component pouch          | - Lock (Max 1)           |

- Manacles (Max 1)
- Mess Kit
- Music instrument (Max 1)
- Net
- Oil, Flask
- Paper/Parchment (10 sheets per)
- Pick, miners
- Piton
- Ram, Portable
- Rations (1 day)
- Rope (15m)
- Shovel
- Signet ring
- Spikes, iron (10)
- Stake, Wooden
- String (3m)
- Tent
- Tinderbox
- Torch (5 pieces)
- Vial (5 pieces)
- Weapon (max 2)

### Equipment prices:

Item:	Price:	Item:	Price:
Acid (Vial)	2 Shp 5 sp	Hunting trap	5 Shp
Ammunition (20 pcs)	1 Shp	Insect repellent	5 sp
Antitoxin (Vial)	1 Shp	Lantern	15 sp
Armor, Light (+1)	3 Shp	Lock	1 Shp 5 sp
Armor, Medium (+2)	7 Shp	Manacles	1 Shp
Armor, Heavy (+3)	1 Gp, 5 Shp	Mirror, Steel	2 Shp
Book	10 sp	Music instrument	3 Shp
Bottles, Glass	4 sp	Poison (vial)	3 Shp
Caltrops (1 use)	5 sp	Ration	2 sp
Chain (3m)	10 sp	Rope (15m)	1 Shp 5 sp
Crowbar	5 sp	Tent	15 sp
Cure'Em All (Vial)	1 Shp	Torch (5 pcs)	10 sp
Fishing equipment	2 Shp	Vial (5 pcs)	1 Shp
Game Set	4 sp to 5 Shp	Weapon, One hand (1D8 damage)	3 Shp to 1 Gp
Grappling hook	7 sp	Weapon, Two hand (2D8 damage)	5 Shp to 2 Gp
Healing Potion (1D8)	3 Shp	Weapon, Ranged (1D8 damage)	3 Shp to 1 Gp

### Service prices:

Service:	Price:	Service:	Price:
Tankard of Beer	1 sp	Tavern stay w/o meal	3 sp
Tavern meal	2 sp	Tavern stay w/ meal	5 sp

**Salary examples:**

Job:	Weekly salary:
Noble/Management	7 to 10 Shp
Skilled worker	4 to 8 Shp
Soldier/Guard work	3 to 7 Shp
Unskilled worker	1 to 5 Shp

# Moves:

## Aid:

When you help or hinder someone in the vicinity of you, roll **+Might/Agility/Charisma** (GM choice). On a success, they take +1 or -2, depending on your choice. On a partial success, you place yourself in harm's way.

## Fire:

When you make an attack at range, roll **+Agility**. On a critical success, your attack hits and you deal your damage. On a partial success, you decide the danger you subject yourself to:

- You have to move into a dangerous position to be able to make the shot
- You deal half damage
- You have to use several shots to hit. Spend another piece of ammo.

## Defend:

When you try to defend yourself, an ally or a location or object, roll **+Might**.

On a critical success, you hold 2. On a partial success, hold 1.

You may spend 1 hold to select one of these effects:

- Take the full brunt of the attack yourself
- Halve the effect of the attack or damage
- Unbalance the attacker, allowing another ally to make an attack
- Deal damage to the attacker equal to your Rank

## Defy Danger:

When you move into an area with danger to act, describe how you wish to deal with the danger, and roll:

- By forcing a way or enduring, **+Might**
- By avoiding the danger, **+Agility**
- Using quick thinking, **+Wits**
- Through resolve, **+Will**
- Charming your way, **+Charisma**

On a partial success you're unable to avoid it completely and the GM will give you an option for a worse outcome or negative consequence.

## Discern Reality:

When you take your time to study a situation, roll **+Will**. On a critical success, you hold 3. On a partial success you hold 1. Spend 1 hold to ask a question about the situation:

- What happened here?
- What is about to happen?
- What should I look for?
- Is there something important or valuable here?
- Who controls the situation?
- Is there something hidden here?

## Recall Lore:

When you come across something unfamiliar or mysterious, you consult your memory about an object, roll **+Wits**.

On a critical success, hold 2. On a partial success, hold 1.

- What is the function of this?
- How old is this?
- Who made this?
- Is it alive/active?
- Does it have a weakness?

## Strike:

When you attack an enemy, roll **+Might**.

On a critical success, deal your damage. You may take an attack from the enemy to deal +1d6 damage.

On a partial success, you deal your damage, and the enemy makes an attack against you.

## Socialize:

When you try to talk yourself into or out of a situation, roll **+Charisma**.

On a critical success, you will achieve the cooperation of the character, and improve their disposition towards you. On a partial success they need something in return, or they agree to give you the information, but their disposition towards you worsens.

## Special Moves:

### **Travel the unknown:**

When you are out traveling the world, and exploring unknown spaces, navigating the area and finding your way requires a calm mind and good grasp over your surroundings.

To travel safely, roll +**Will**.

### **Resting:**

At the end of the day, as you go to rest, you spend one Ration and take the rest of the day to rest.

Whenever you do so, you regain all your derived stats, and 1d8 attribute points, if you've lost any.

### **Session Roundup:**

After a session has successfully finished, you tally all the Xp that you've gained from failed rolls. Then, as a group you go through this list to see if you have achieved any of these points:

- Have we gone through an ordeal or situation as a group that changes or strengthens our connections?
- Have we learned something important, interesting or new about the world?
- Have we faced a massive challenge and overcome it?
- Did we achieve our objective this session, and come away with a just reward?

For each question, you have a good answer for, gain 1 Xp.

### **Ranking up:**

See "Advancement" under character creation for full rules. This move can only be done while Resting or taking a downtime between adventures.

Whenever you have Rank x 8 Xp or more, you can spend that Xp to proceed to the next Rank, and gain an Advancement. Any Xp beyond what is needed is kept.