

CYPHER SYSTEM I-PAGE

BASIC MECHANIC

- The GM sets the difficulty for a task (1-10)
- Players roll 1d20 to hit target # or higher (target = 3 × difficulty)
- Can adjust the target by
 - easing (lowers difficulty) with skills or assets
 - hindering (raises difficulty)
 - applying Effort (lowers difficulty, costs 3 points)
 - Retrying a task always requires Effort

THREE STATS



PCs have 3 stats: Might, Speed, and Intellect

With 2 values: Pool & Edge

- Pool: points to spend/lose
- Edge: reduces cost to spend points. Can only use once/action

ROLLING

1 = free GM intrusion

17 = +1 damage

18 = +2 damage

19 = +3 damage **or** minor effect

20 = +4 damage **or** major effect | no cost from pool



MORE ACTIONS

- Help: gives an asset to an ally, 2 assets if trained
- Distract: hinder but not hurt a target
- Draw Attack: Intellect Task to draw enemy's attention, hinders your defenses by 2 steps
- Take Attack: Throw yourself in front of an immediate ally, take the hit +1 extra damage
- Guard: Can't attack, but defense tasks are eased
- Healing: State how many points you want to heal, must make Intellect roll with that DC. Can use only once/day/PC
- Use Cypher: Intellect task, DC = cypher's level

ENCOUNTERS

Use Speed Defense for dodging physical attacks.

Physical attacks deal Might damage.

- Once Might pool is depleted, then depletes Speed, then Intellect.
- Damage still counts as original type.
- Armor helps reduce Might damage taken.

Distances

Immediate: < 10 ft.

Short: 10 ft. < 50 ft.

Long: 50 ft. < 100 ft.

Very Long: 100 ft. < 500 ft.



Can move immediate as part of another action.
Can move short as an action.

Dash = either move short with another action or move long but must pass a DC 4 Speed Test

SPEND XP FOR

- 1 xp for a reroll, using best result
- 1 xp to refuse a GM intrusion
- 1 xp to create a player intrusion
 - presents a short term solution to a problem or complication by changing the world or circumstances
- 2 xp to gain a short-term benefit
 - character gains a skill or ability that is limited by either time, location, or both