CYPHER SYSTEM • MONTE COOK GAMES
DEMO PAGES BY

MATTHEW T. AVEY

I have been a graphic designer for over 22 years. I know the software, I can give you quick turn around times and role-playing games are my passion - not just a hobby.

Please feel free to download & examine the Adobe InDesgin document to see how I created each page. I utilized the Master page for placement of headers, footers and automatic page numbering.

TYPE

Character type is the core of your character. Your type helps determine your character's place in the world and relationship with other people in the setting. It's the noun of the sentence "I am an adjective noun who verbs."

You can choose from four character types: Warrior, Adept, Explorer, and Speaker. However, you may not want to use these generic names for them. This chapter offers a few more specific names for each type that might be more appropriate to various genres. You'll find that names like "Warrior" or "Explorer" don't always feel right, particularly in games set in modern times. As always, you're free to do as you wish.

Since the type is the basis upon which your whole character is built, it's important to consider how the type relates to the chosen setting. To help with this, types are actually general archetypes. A Warrior, for example, might be anyone from a knight in shining armor to a cop on the streets to a grizzled cybernetic veteran of a thousand futuristic wars.

To further massage the four types for better use in various settings, different methods called flavors are presented in chapter 6 to help slightly tailor the types toward fantasy, science fiction, or other genres (or to address different character concepts).

Finally, more fundamental options for further customization are provided at the end of this chapter.

WARRIOR

Fantasy/Fairy tale: Warrior, fighter, Swordsman, knight, barbarian, soldier, Myrmidon, valkyrie
Modern/Horror/Romance: police officer, soldier, watchman, detective, guard, brawler, tough, athlete
Science fiction: security officer, warrior, trooper, soldier, merc
Superhero/Post-Apocalyptic: hero, brick, bruiser

You're a good ally to have in a fight. You know how to use weapons and defend yourself. Depending on the genre and setting in Question, this might mean wielding a sword and shield in the gladiatorial arena, an AK-47 and a bandolier of grenades in a savage firefight, or a blaster rifle and powered armor when exploring an alien planet.

Individual Role: Warriors are physical, action-oriented people. They're more likely to overcome a challenge using force than by other means, and they often take the most straightforward path toward their goals.

Group Role: Warriors usually take and deal the most punishment in a dangerous situation. Often it falls on them to protect the other group members from threats. This sometimes means that warriors take on leadership roles as well, at least in combat and other times of danger.

PLAYER INTRUSION

A player intrusion is the player choosing to alter something in the campaign, making things easier for a player character. Conceptually, it is the reverse of a GM intrusion: instead of the GM giving the player XP and introducing an unexpected complication for a character, the player spends 1 XP and presents a solution to a problem or complication. What a player intrusion can do usually introduces a change to the world or current circumstances rather than directly changing the character. For instance, an intrusion indicating that the cypher just used still has an additional use would be appropriate, but an intrusion that heals the character would not. If a player has no XP to spend, they can't use a player intrusion.

A few player intrusion examples are provided under each type. That said, not every player intrusion listed there is appropriate for all situations. The GM may allow players to come up with other player intrusion suggestions, but the GM is the final arbiter of whether the suggested intrusion is appropriate for the character's type and suitable for the situation. If the GM refuses the intrusion, the player doesn't spend the 1 XP, and the intrusion doesn't occur.

Using an intrusion does not require a character to use an action to trigger it. A player intrusion just happens.

Societal Role: Warriors aren't always soldiers or mercenaries. Anyone who is ready for violence, or even potential violence, might be a Warrior in the general sense. This includes guards, watchmen, police officers, sailors, or people in other roles or professions who know how to defend themselves with skill.

Advanced Warriors: As warriors advance, their skill in battle—whether defending themselves or dishing out damage—increases to impressive levels. At higher tiers, they can often take on groups of foes by themselves or stand toe to toe with anyone.

WARRIOR PLAYER INTRUSIONS

You can spend 1 XP to use one of the following player intrusions, provided the situation is appropriate and the GM agrees.

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.

WARRIOR STAT POOLS

Stat	Pool Starting Value
Might	10
Speed	10
Intellect	8

You get 6 additional points to divide among your stat Pools however you wish.

FIRST-TIER WARRIOR

First-tier warriors have the following abilities:

Effort: Your Effort is 1.

Physical Nature: You have a Might Edge of 1 and a Speed Edge of 0, or you have a Might Edge of 0 and a Speed Edge of 1. Either way, you have an Intellect Edge of 0.

Cypher Use: You can bear two cyphers at a time.

Weapons: You become practiced with light, medium, and heavy weapons and suffer no penalty when using any kind of weapon. Enabler.

Starting Equipment: Appropriate clothing and two weapons of your choice, plus one expensive item, two moderately priced items, and up to four inexpensive items.

Special Abilities: Choose four of the abilities listed below. You can't choose the same ability more than once unless its description says otherwise. The full description for each listed ability can be found in chapter 9, which also has descriptions for flavor and focus abilities in a single vast catalog.

- ⭕ Bash (112)
- ⭕ Combat Prowess (120)
- ⭕ Control the Field (121)
- ⭕ Improved Edge (151)
- ⭕ No Need for Weapons (166)
- ⭕ Overwatch (168)
- ⭕ Physical Skills (170)
- ⭕ Practiced in Armor (171)
- ⭕ Quick Throw (174)
- ⭕ Swipe (188)
- ⭕ Trained Without Armor (193)

Player intrusions should be limited to no more than one per player per session.

Your type is who your character is. You should use whatever name you want for your type, as long as it fits both your character and the setting.

Your character's starting equipment is as important as their starting skills. Learn more about what you carry and how it's used in Chapter 10: Equipment.

The small numbers you see after abilities throughout this book are page numbers for easy reference.

SECOND-TIER WARRIOR

Choose two of the abilities listed below (or from a lower tier) to add to your repertoire. In addition, you can replace one of your lower-tier abilities with a different one from a lower tier.

⭕ Crushing Blow (123)
⭕ Hemorrhage (149)
⭕ Reload (176)
⭕ Skill With Attacks (183)
⭕ Skill With Defense (183)
⭕ Successive Attack (187)

A character can't apply Effort or other abilities to any task they accomplish using Tough As Nails.

THIRD-TIER WARRIOR

Choose three of the abilities listed below (or from a lower tier) to add to your repertoire. In addition, you can replace one of your lower-tier abilities with a different one from a lower tier.

⭕ Deadly Aim (125)
⭕ Energy Resistance (134)
⭕ Experienced in Armor (136)
⭕ Expert Cypher Use (137)
⭕ Fury (144)
⭕ Lunge (159)
⭕ Reaction (174)
⭕ Seize the Moment (181)
⭕ Slice (183)
⭕ Spray (185)
⭕ Trick Shot (194)
⭕ Vigilance (196)

FOURTH-TIER WARRIOR

Choose two of the abilities listed below (or from a lower tier) to add to your repertoire. In addition, you can replace one of your lower-tier abilities with a different one from a lower tier.

⭕ Amazing Effort (109)
⭕ Capable Warrior (118)
⭕ Experienced Defender (136)
⭕ Feint (139)
⭕ Increased Effects (153)
⭕ Momentum (164)
⭕ Pry Open (172)
⭕ Snipe (183)
⭕ Tough As Nails (192)

WARRIOR BACKGROUND CONNECTION

Your type helps determine the connection you have to the setting. Roll a d20 or choose from the following list to determine a specific fact about your background that provides a connection to the rest of the world. You can also create your own fact.

d20	Background
1	You were in the military and have friends who still serve. Your former commander remembers you well.
2	You were the bodyguard of a wealthy woman who accused you of theft. You left her service in disgrace.
3	You were the bouncer in a local bar for a while, and the patrons there remember you.
4	You trained with a highly respected mentor. They regard you well, but they have many enemies.
5	You trained in an isolated monastery. The monks think of you as a brother, but you're a stranger to all others.
6	You have no formal training. Your abilities come to you naturally (or unnaturally).
7	You spent time on the streets and were in prison for a while.
8	You were conscripted into military service, but you deserted before long.
9	You served as a bodyguard to a powerful criminal who now owes you their life.
10	You worked as a police officer or constable of some kind. Everyone knows you, but their opinions of you vary.
11	Your older sibling is an infamous character who has been disgraced.
12	You served as a guard for someone who traveled extensively. You know a smattering of people in many locations.
13	Your best friend is a teacher or scholar. They are a great source of knowledge.
14	You and a friend both smoke the same kind of rare, expensive tobacco. The two of you get together weekly to chat and smoke.
15	Your uncle runs a theater in town. You know all the actors and watch all the shows for free.
16	Your craftsman friend sometimes calls on you for help. However, they pay you well.
17	Your mentor wrote a book on martial arts. Sometimes people seek you out to ask about its stranger passages.
18	Someone you fought alongside in the military is now the mayor of a nearby town.
19	You saved the lives of a family when their house burned down. They're indebted to you, and their neighbors regard you as a hero.
20	Your old trainer still expects you to come back and clean up after their classes; when you do, they occasionally share interesting rumors.

FIFTH-TIER WARRIOR

Choose three of the abilities listed below (or from a lower tier) to add to your repertoire. In addition, you can replace one of your lower-tier abilities with a different one from a lower tier.

- Adroit Cypher Use (108)
- Arc Spray (110)
- Improved Success (152)
- Jump Attack (156)
- Mastery in Armor (161)
- Mastery With Attacks (161)
- Mastery With Defense (161)
- Parry (168)

SIXTH-TIER WARRIOR

Choose two of the abilities listed below (or from a lower tier) to add to your repertoire. In addition, you can replace one of your lower-tier abilities with a different one from a lower tier.

- Again and Again (109)
- Finishing Blow (140)
- Magnificent Moment (159)
- Murderer (165)
- Spin Attack (185)
- Weapon and Body (196)

WARRIOR EXAMPLE

Ray wants to create a Warrior character for a modern campaign. He decides that the character is an ex-military fellow who is fast and strong. He puts 3 of his additional points into his Might Pool and 3 into his Speed Pool; his stat Pools are now Might 13, Speed 13, and Intellect 8. As a first-tier character, his Effort is 1, his Might Edge is 1, and his Speed Edge and Intellect Edge are both 0. His character is not particularly smart or charismatic.

He wants to use a large combat knife (a medium weapon that inflicts 4 points of damage) and a .357 Magnum (a heavy pistol that inflicts 6 points of damage but requires the use of both hands). Ray decides not to wear armor, as it's not really appropriate to the setting, so for his first ability, he chooses Trained Without Armor so he eases Speed defense actions. For his second ability, he chooses Combat Prowess so he can inflict extra damage with his big knife. Ray wants to be fast as well as tough, so he selects Improved Edge. This gives him a Speed Edge of 1. He rounds out his character with Physical Skills and chooses swimming and running.

The Warrior can bear two cyphers. The GM decides that Ray's first cypher is a pill that restores 6 points of Might when swallowed, and his second is a small, easily concealed

<div style="border:1px solid; padding:8px;">

DEFENSE TASKS

Defense tasks are when a player makes a roll to keep something undesirable from happening to their PC. The type of defense task matters when using Effort.

Might defense: Used for resisting poison, disease, and anything else that can be overcome with strength and health.

Speed defense: Used for dodging attacks and escaping danger. This is by far the most commonly used defense task.

Intellect defense: Used for fending off mental attacks or anything that might affect or influence one's mind.

</div>

grenade that explodes like a firebomb when thrown, inflicting 3 points of damage to all within immediate range.

Ray still needs to choose a descriptor and a focus. Looking ahead to the descriptor rules, Ray chooses Strong, which increases his Might Pool to 17. He also becomes trained in jumping and breaking inanimate objects. (If he had chosen jumping as one of his physical skills, the Strong descriptor would have made him specialized in jumping instead of trained.) Being Strong also gives Ray an extra medium or heavy weapon. He chooses a baseball bat that he'll use in a pinch. He keeps it in the trunk of his car.

For his focus, Ray chooses Masters Weaponry. This gives him yet another weapon of high quality. He chooses another combat knife and asks the GM if he could use it in his left hand—not to make attacks, but as a shield. This will ease his Speed defense rolls if he has both knives out (the "shield" counts as an asset). The GM agrees. During the game, Ray's Warrior will be hard to hit—he is trained in Speed defense rolls, and his extra knife eases his defense rolls by another step.

Thanks to his focus, he also inflicts 1 additional point of damage with his chosen weapon. Now he inflicts 6 points of damage with his blade. Ray's character is a deadly combatant, likely starting the game with a reputation as a knife fighter.

For his character arc, Ray chooses Defeat a Foe. That foe, he decides, is none other than someone in his company who was once a friend but went rogue.
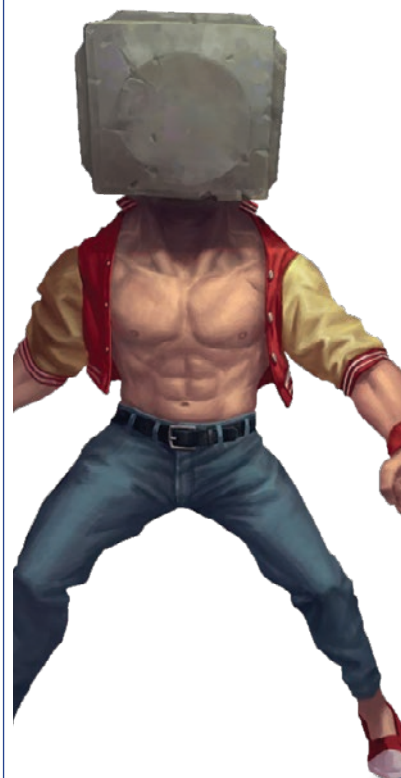
This document was made in Adobe InDesig. I kind of rushed through this project in about 4 1/2 hours. It could have been better. For instance, I didn't add any bleed around the pages. But I wanted to show what I was capable of and that I know the business. I don't know if there are any current openings right now but I do hope you keep my portfolio, resumé and this sample on file for future use should an opening become available. I packaged the document so you should find all graphics, images and fonts inside, as well as the .imdb file should you have a different version of InDesign than me. I have also been getting to know Affinity Software. A lot of companies have making the switch to Affinity so I'm keeping up with the latest trends and software.

I have been a graphic designer for over 22 years now and absolutely love it. Working on this six page document this weekend has been an absolute joy! I would love to do this full time. For me, role-playing games aren't just a game or a fun hobby. RPGs are something I'm VERY passionate about. My all-time favorite games are Cypher System (of course), Savage Worlds and the original Marvel Super Heroes game by TSR from the 80's.

I am also a traditional and digital artist. Feel free to explore my website further at www.ArtbyAvey.com

Please feel free to contact me if you have any positions available that I could fill. I would absolutely love the opportunity to work with you.

Matthew T. Avey

📞 (660) 221-5858
✉ artbyavey@gmail.com
Ⓦ artbyavey.com
f Facebook.com/matthewavey2010