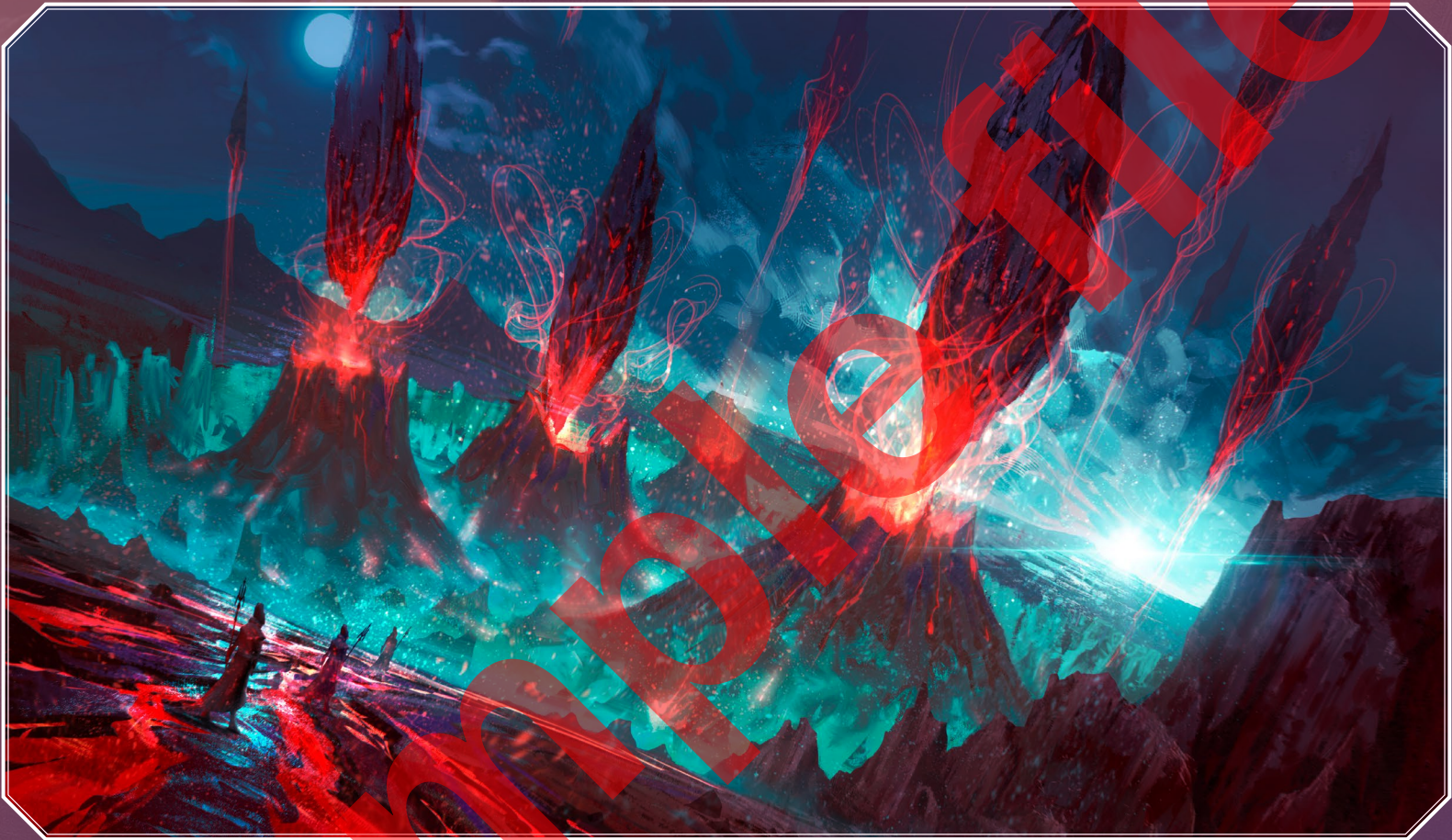


CYPHER SYSTEM RULES PRIMER



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CYPHER SYSTEM RULES PRIMER

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WELCOME TO THE CYPHER SYSTEM!

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This primer contains the core rules of the Cypher System, letting you learn and try out the system. It also includes a short adventure and a set of pregenerated characters. The adventure is set in the “real world”—making it easy to jump into without learning a new setting.

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The 448-page *Cypher System Rulebook* gives you everything you need to power the campaign you want to run—release your imagination with the Cypher System. It includes the complete game rules, plus optional rules and advice for a variety of genres. You get loads and loads of options for building virtually any character you can imagine. And it has equipment, creatures and NPCs, cyphers and artifacts, and great GM advice on adapting the Cypher System to a variety of settings, and on running fun, engaging, fast-paced, easy-to-GM game sessions.

Our genre books dig deeper and explore new territory. Each 224-page tome looks at the full breadth of the genre, explores ways to make great campaigns in that milieu, offers optional rules and GMing guidance, gives you creatures, cyphers, and character options, and presents a ready-to-use campaign setting plus a couple of adventures.

