

Mirael

NAME
IS A Impulsive Warrior WHO
DESCRIPTOR TYPE

Defends The Weak

FOCUS

TYPE, FLAVOR, OR OTHER

1 TIER 1 EFFORT XP

MIGHT		SPEED		INTELLECT	
13	1	13	0	10	1
POOL	EDGE	POOL	EDGE	POOL	EDGE

RECOVERY ROLLS d6+1

1 ACTION 1 HOUR
 10 MINS 10 HOURS

DAMAGE TRACK

IMPAIRED DEBILITATED

+1 Effort per level
Ignore minor and major effect results on rolls
Combat roll of 17-20 deals only +1 damage

Can move only an immediate distance
Cannot move if Speed Pool is 0

SKILLS

Initiative actions (to determine who goes first in combat)
You're trained in initiative actions (to determine who goes first in combat).

Speed defense actions You're trained in Speed defense actions.

Heavy weapons (Practiced)

Light weapons (Practiced)

Medium weapons (Practiced)

Patience, willpower, or discipline You'll try anything once, but quickly grow bored after that. Any task that involves patience, willpower, or discipline is hindered.

ADVANCEMENT

INCREASE CAPABILITIES +4 points into stat Pools

MOVE TOWARD PERFECTION +1 to the Edge of your choice

EXTRA EFFORT +1 into Effort

SKILL TRAINING Train in a skill or specialize in a trained skill

OTHER Refer to the Cypher System Rulebook

SPECIAL ABILITIES

Improved Edge Choose one of your Edge stats that is 0. It increases to 1. Enabler.

No Need For Weapons When you make an unarmed attack (such as a punch or kick), it counts as a medium weapon instead of a light weapon. Enabler.

Warding Shield You have +1 to Armor while you are using a shield. Enabler.

Courageous You are trained in Intellect defense tasks and initiative tasks. Enabler.

Physical Skills You are trained in two skills in which you are not already trained. Choose two of the following: balancing, climbing, jumping, running, or swimming. You can select this ability multiple times. Each time you select it, you must choose two different skills. Enabler.

Bash (1 Might point) This is a pummeling melee attack. Your attack inflicts 1 less point of damage than normal, but dazes your target for one round, during which time all tasks it performs are hindered. Action.

ATTACKS

Heavy Weapon A heavy might attack doing 6 damage. A heavy weapon of your choice. Granted from Starting Equipment.

Light Weapon A light speed attack doing 2 damage. A light weapon of your choice. Granted from Starting Equipment.

Punch A light might attack doing 2 damage. A right jab.



CYPHERS

Effort Enhancer (Combat) (Level 5, Subtle) For the next hour, the user can apply one free level of Effort to any task (including a combat task) without spending points from a Pool. The free level of Effort provided by this cypher does not count toward the maximum amount of Effort a character can normally apply to one task. Once this free level of Effort is used, the effect of the cypher ends.

Shocker (Level 5, Manifest) Delivers a powerful burst of electricity that shocks any creature touched, inflicting damage equal to the cypher's level.

2 LIMIT

EQUIPMENT

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

ARMOR MONEY

BACKGROUND

Warrior

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. 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.

Impulsive

You have a hard time tamping down your enthusiasm. Why wait when you can just do it (whatever it is) and get it done? You deal with problems when they arise rather than plan ahead. Putting out the small fires now prevents them from becoming one big fire later. You are the first to take risks, to jump in and lend a hand, to step into dark passages, and to find danger.

Your impulsiveness likely gets you into trouble. While others might take time to study the items they discover, you use such items without hesitation. After all, the best way to learn what something can do is to use it. When a cautious explorer might look around and check for danger nearby, you have to physically stop yourself from bulling on ahead. Why fuss around when the exciting thing is just ahead?

(Impulsive characters get into trouble. That's their thing, and that's fine. But if you're constantly dragging your fellow PCs into trouble (or worse, getting them seriously hurt or killed), that will be annoying, to say the least. A good rule of thumb is that impulsiveness doesn't always mean a predilection for doing the wrong thing. Sometimes it's the urge to do the right thing.)

Defends The Weak

You stand up for the helpless, the weak, and the unprotected.

Choose how you became involved in the adventure:

- You heard what the other PCs were up to and suddenly decided to join them.
- You pulled everyone together after you heard rumors about something interesting you want to see or do.
- You blew all of your money and now find yourself strapped for cash.
- You're in trouble for acting recklessly. You join the other PCs because they offer a way out of your problem.

Background Connection Your best friend is a teacher or scholar. They are a great source of knowledge.
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NOTES

Possible player intrusions based on your character type:

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.

Reckless

+2 to your Speed Pool.

Granted from Impulsive

Possible GM intrusion from your focus:

A character focused on protecting others may periodically leave themselves vulnerable to attacks.

PORTRAIT

...BACKGROUND

Focus Connection Pick one other PC. You are pretty sure you are related in some fashion.