

Zyra

NAME

IS A Chaotic Warrior WHO
DESCRIPTOR TYPE

Metes Out Justice

FOCUS

TYPE, FLAVOR, OR OTHER

1 TIER 1 EFFORT XP

MIGHT		SPEED		INTELLECT	
13	1	15	0	10	1
POOL	EDGE	POOL	EDGE	POOL	EDGE

RECOVERY ROLLS d6+1

1 ACTION 1 HOUR
 10 MINS 10 HOURS

DAMAGE TRACK

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

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

SKILLS

Intellect defense actions You are trained in Intellect defense actions.

Heavy weapons (Practiced)

Light weapons (Practiced)

Medium weapons (Practiced)

Might defense tasks Your body is a bit worn from occasional excesses. Might defense tasks are 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

Designation You assign an innocent or guilty label to one creature within immediate range, based on your assessment of a given situation or a predominant feeling. In other words, someone who is labeled innocent can be innocent in a certain circumstance, or they can be generally innocent of terrible crimes (such as murder, major theft, and so on). Likewise, you can declare that a creature is guilty of a particular crime or of terrible deeds in general. The accuracy of your assessment isn't important as long as you believe it to be the truth; the GM may require you to give a rationale. Henceforth, your tasks to socially interact with someone you designate as innocent gain an asset, and your attacks against those you designate as guilty gain an asset. You can change your assessment, but it requires another designation action. The benefits of the designation last until you change it or until you are shown proof that it is wrong. Action. (The benefits provided by Designation apply to the character using the ability, their allies, and anyone who hears or is told of their judgment and believes their assessment.)

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

Make Judgment You are trained in discerning the truth of a situation, seeing through lies, or otherwise overcoming deception. 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.

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ATTACKS

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

Medium Weapon A medium might attack doing 4 damage. A medium weapon of your choice. Granted from Starting Equipment.

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



CYPHERS

Armor Reinforcer (Level 5, Manifest) The user's Armor gains an enhancement for twenty-four hours. Roll a d6 to determine the result. Rolled a 5. +2 to Armor, +5 against damage from cold.

Density (Level 3, Manifest) For the next day, each time the user strikes a solid creature or object with a weapon, the weapon suddenly increases dramatically in weight, causing the blow to inflict 2 additional points of damage.

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.

Chaotic

Danger doesn't mean much to you, mainly because you don't think much about repercussions. In fact, you enjoy sowing surprises, just to see what will happen. The more unexpected the result, the happier you are. Sometimes you are particularly manic, and for the sake of your companions, you restrain yourself from taking actions that you know will lead to disaster.

Metes Out Justice

You right wrongs, protect the innocent, and punish the guilty.

Choose how you became involved in the adventure:

- Another PC recruited you while you were on your best behavior, before realizing how chaotic you were.
- You have reason to believe that being with the other PCs will help you gain control over your erratic behavior.
- Another PC released you from captivity, and to thank them, you volunteered to help.
- You have no idea how you joined the PCs. You're just going along with it for now until answers present themselves.

Background Connection Someone you fought alongside in the military is now the mayor of a nearby town.

Focus Connection Pick one other PC. They owe you a significant amount of money.

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.

Tumultuous

+4 to your Speed Pool.

Granted from Chaotic

Possible GM intrusion from your focus:

Guilt or innocence can be complicated. Some people resent the presumption of a self-appointed judge. Passing judgment makes enemies.

PORTRAIT

...SPECIAL ABILITIES

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.

Quick Throw (2 Speed points) After using a thrown light weapon, you draw another light weapon and make another thrown attack against the same target or a different one. Action.

Chaotic Once after each ten-hour recovery roll, if you don't like the first result, you can reroll a die roll of your choice. If you do, and regardless of the outcome, the GM presents you with a GM intrusion.