

# Talion

NAME \_\_\_\_\_

IS A **Doomed** **Warrior** WHO

DESCRIPTOR \_\_\_\_\_ TYPE \_\_\_\_\_

Slays Monsters

FOCUS \_\_\_\_\_

TYPE, FLAVOR, OR OTHER \_\_\_\_\_

**1** TIER

**1** EFFORT

XP

| MIGHT |      | SPEED |      | INTELLECT |      |
|-------|------|-------|------|-----------|------|
| 13    | 1    | 14    | 1    | 9         | 0    |
| 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**

**Always on the lookout for danger, you are trained in perception-related tasks** Always on the lookout for danger, you are trained in perception-related tasks.

**Defense minded, so you are trained in speed defense tasks** You are defense minded, so you are trained in Speed defense tasks.

**Intellect defense tasks having to do with losing your sanity or equanimity** You are cynical and expect the worst. Thus, you are resistant to mental shocks. You are trained in Intellect defense tasks having to do with losing your sanity or equanimity.

**Heavy weapons (Practiced)**

**Light weapons (Practiced)**

**Medium weapons (Practiced)**

## 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.

**Monster Bane** You inflict 1 additional point of damage with weapons. When you inflict damage to creatures more than twice as large or massive as you, you inflict 3 additional points of damage. 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.

**Monster Lore** You are trained in the names, habits, suspected lairs, and related topics regarding the monsters of your world. You can make yourself understood in their languages (if they have one). 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.

**Practiced In Armor** You can wear armor for long periods of time without tiring and can compensate for slowed reactions from wearing armor. You reduce the Speed cost for wearing armor by 1. You start the game with a type of armor of your choice. Enabler.

**Practiced With Swords** You are practiced with swords and can use them without penalty. Enabler.

*continued...*

## 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

**Detonation (Sonic) (Level 5, Manifest)** Projects a small physical explosive up to a long distance away that explodes with terrifying sound, deafening all in an immediate radius for ten minutes per cypher level.

**Equipment Cache (Level 5, Manifest)** The user can rummage around and produce from the cypher a desired piece of equipment (not an artifact) whose level does not exceed the cypher's level. The piece of equipment persists for up to one day, unless its fundamental nature allows only a single use (such as with a grenade).

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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 of your choice. Granted from Practiced In Armor.

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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.

### Doomed

You are quite certain that your fate is leading you, inextricably, toward a terrible end. This fate might be yours alone, or you might be dragging along the people closest to you.

### Slays Monsters

You kill monsters.

### Choose how you became involved in the adventure:

- You attempted to avoid it, but events seemed to conspire to draw you to where you are.
- Why not? It doesn't matter. You're doomed no matter what you do.
- One of the other PCs saved your life, and now you're repaying that obligation by helping them with the task at hand.
- You suspect that the only hope you have of avoiding your fate might lie on this path.

**Background Connection** You were the bouncer in a local bar for a while, and the patrons there remember you.

**Focus Connection** Pick one other PC. If it wasn't for you, that character would have failed a past test of mental achievement.

## 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.

### Jumpy

+2 to your Speed Pool.

*Granted from Doomed*

### Possible GM intrusion from your focus:

The monster laid a trap or set an ambush. The monster has previously undisclosed abilities. The monster's mother vows revenge.

## PORTRAIT

### ...SPECIAL ABILITIES

**Doom** Every other time the GM uses GM intrusion on your character, you cannot refuse it and do not get an XP for it (you still get an XP to award to another player). This is because you are doomed. The universe is a cold, uncaring place, and your efforts are futile at best.