

Wonder Woman (Diana Prince)

NAME

IS A Virtuous Warrior WHO

DESCRIPTOR TYPE

Performs Feats Of Strength

FOCUS

TYPE, FLAVOR, OR OTHER

5 TIER 5 EFFORT XP

MIGHT		SPEED		INTELLECT	
26	3	18	3	14	1
POOL	EDGE	POOL	EDGE	POOL	EDGE

RECOVERY ROLLS d6+5

☐ 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

Heavy weapons (Practiced)

Light weapons (Practiced)

Medium weapons (Practiced)

Trained in discerning people's true motives or seeing through lies

Your adherence to a strict moral code has hardened your mind against fear, doubt, and outside influence You are trained in Intellect defense tasks.

Running (Trained)

Jumping (Trained)

Pilot (Trained)

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

Athlete You are trained in carrying, climbing, jumping, and smashing. Enabler.

Enhanced Might Edge You gain +1 to your Might Edge. Enabler.

Control The Field (1 Might point) This melee attack inflicts 1 less point of damage than normal, and regardless of whether you hit the target, you maneuver it into a position you desire within immediate range. Action.

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.

Combat Prowess You add +1 damage to one type of weapon attack of your choice: melee weapon attacks or ranged weapon attacks. Enabler.

Accuracy Power Shift Level: 1

Dexterity Power Shift Level: 2

Intelligence Power Shift Level: 1

Resilience Power Shift Level: 2

Strength Power Shift Level: 2

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

Punch A light might attack eased by two steps doing 5 damage. A right jab.
Eased by one step from Accuracy Power Shift.
+3 Damage from Strength Power Shift.

Light Weapon A light speed attack eased by two steps doing 5 damage. A light weapon of your choice. Granted from Starting Equipment.
Eased by one step from Accuracy Power Shift.
+3 Damage from Strength Power Shift.

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CYPHERS

Disarm (Level 4, Subtle) One NPC within immediate range whose level is lower than the cypher level drops whatever they are holding.

Speed Boost (Level 4, Subtle) Adds 1 to the user's Speed Edge for one hour (adds 2 if the cypher is level 5 or higher).

Catholicon (Level 5, Manifest) Cures any disease of the cypher level or lower.

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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.
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.

Virtuous

Doing the right thing is a way of life. You live by a code, and that code is something you attend to every day. Whenever you slip, you reproach yourself for your weakness and then get right back on track. Your code probably includes moderation, respect for others, cleanliness, and other characteristics that most people would agree are virtues, while you eschew their opposites: sloth, greed, gluttony, and so on.

Performs Feats Of Strength

A muscled prodigy, you can haul incredible weight, hurl your body through the air, and punch through doors.

Choose how you became involved in the adventure:

- The PCs are doing something virtuous, and you're all about that.
- The PCs are on the road to perdition, and you see it as your task to set them on the proper moral route.
- One of the other PCs invited you, hearing of your virtuous ways.
- You put virtue before sense and defended someone's honor in the face of an organization or power far greater than you. You joined the PCs because they offered aid and friendship when, out of fear of reprisals, no one else would.

Background Connection You were conscripted into military service, but you deserted before long.

Focus Connection Pick one other PC. Their occasional clumsiness and loud behavior irritate you.

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.

Dauntless

+2 to your Might Pool.

Granted from Virtuous

Possible GM intrusion from your focus:

It's easy to break delicate things or hurt someone accidentally.

Modifications and Advancements

Initial Power Shifts: Accuracy, Dexterity, Intelligence, Resilience, Strength.

Tier 2: Dexterity

Tier 3: Strength

Tier 4: Healing

Tier 5: Resilience

Her Bracelets are effectively her armour, with the Dexterity Power Shifts and the Parry ability active.

Lasso of Truth, would be an artefact

PORTRAIT

...SPECIAL ABILITIES

Feat Of Strength (1 Might point) Any task that depends on brute force is eased. Examples include smashing down a barred door, tearing open a locked container, lifting or moving a heavy object, or striking someone with a melee weapon. Enabler.

Skill With Defense Choose one type of defense task in which you are not already trained: Might, Speed, or Intellect. You are trained in defense tasks of that type. Enabler.

Successive Attack (2 Speed points) If you take down a foe, you can immediately make another attack on that same turn against a new foe within your reach. The second attack is part of the same action. You can use this ability with melee attacks and ranged attacks. Enabler.

Skill With Attacks Choose one type of attack in which you are not already trained: light bashing, light bladed, light ranged, medium bashing, medium bladed, medium ranged, heavy bashing, heavy bladed, or heavy ranged. You are trained in attacks using that type of weapon. You can select this ability multiple times. Each time you select it, you must choose a different type of attack. Enabler.

Throw (2 Might points) When you deal damage to a creature of your size or smaller with an unarmed attack, you can choose to throw that creature up to 1d20 feet away from you. The creature lands prone. Enabler.

Experienced In Armor The cost reduction from your Practiced in Armor ability improves. You now reduce the Speed cost by 2. Enabler.

Reaction If a creature you attacked on your last turn with a melee attack uses its action to move out of immediate range, you gain an action to attack the creature as a parting blow, even if you have already taken a turn in the round. Enabler.

Seize The Moment (4+ Speed points) If you succeed on a Speed defense roll to resist an attack, you gain an action. You can use the action immediately even if you have already taken a turn in the round. You don't take an action during the next round, unless you apply a level of Effort when you use Seize the Moment. Enabler.

Expert Cypher Use You can bear three cyphers at a time. Enabler.

Greater Enhanced Might You gain 6 points to your Might Pool. Enabler.

Amazing Effort When you apply at least one level of Effort to a noncombat task, you get a free level of Effort on that task. When you choose this ability, decide if it applies to Might Effort or Speed Effort. Enabler.

Tough As Nails When you are impaired or debilitated on the damage track, Might-based tasks and defense rolls you attempt are eased. If you also have Ignore the Pain, make a difficulty 1 Might defense roll when you reach 0 points in all three of your Pools to immediately regain 1 Might point and avoid dying. Each time you attempt to save yourself with this ability before your next ten-hour recovery roll, the task is hindered. Enabler. (A character can't apply Effort or other abilities to any task accomplished using Tough As Nails.)

Brute Strike (4 Might points) You deal 4 additional points of damage with all melee attacks until the end of the next round. Enabler.

Mastery With Attacks Choose one type of attack in which you are trained: light bashing, light bladed, light ranged, medium bashing, medium bladed, medium ranged, heavy bashing, heavy bladed, or heavy ranged. You are specialized in attacks using that type of weapon. Enabler. (If you aren't trained in an attack, select Skill With Attacks to become trained in that attack.)

Mastery With Defense Choose one type of defense task in which you are trained: Might, Speed, or Intellect. You are specialized in defense tasks of that type. You can select this ability up to three times. Each time you select it, you must choose a different type of defense task. Enabler.

Parry (5 Speed points) You can deflect incoming attacks quickly. When you activate this ability, for the next ten rounds you ease all Speed defense rolls. Enabler.

Healing Power Shift One extra recovery roll per shift (each one action, all coming before other normal recovery rolls).

...ATTACKS

Medium Weapon A medium might attack eased by one step doing 7 damage. A medium weapon of your choice. Granted from Starting Equipment. Eased by one step from Accuracy Power Shift. +3 Damage from Strength Power Shift.