

# Oblivion (Henry Hunter)

NAME \_\_\_\_\_

IS A **Hideous** **Warrior** WHO

DESCRIPTOR TYPE

Never Says Die

FOCUS

with a Stealth Flavor

TYPE, FLAVOR, OR OTHER

**1** TIER

**1** EFFORT

XP

MIGHT		SPEED		INTELLECT	
15	1	15	0	8	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**

Heavy weapons (Practiced)

Light weapons (Practiced)

Medium weapons (Practiced)

All tasks relating to pleasant social interaction are hindered (Inability)

Trained in disguise and stealth tasks

Trained in intimidation and any other fear-based interactions, if you show your true face

Pickpocketing (Trained)

Stealth (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**

**Improved Recovery** Your ten-minute recovery roll takes only one action instead, so that your first two recovery rolls are one action, the third is one hour, and the fourth is ten hours. Enabler.

**Push On Through (2 Might points)** You ignore the effects of terrain while moving for one hour. Enabler.

**Trained Without Armor** You are trained in Speed defense tasks when not wearing armor. Enabler.

**Accuracy Power Shift** Level: 1

**Dexterity Power Shift** Level: 1

**Healing Power Shift** Level: 1

**Resilience Power Shift** Level: 1

**Strength Power Shift** Level: 1

**Vanish (2 Intellect points)** You become invisible for a short amount of time. While invisible, you have an asset on stealth and Speed defense tasks. The invisibility ends at the end of your next turn, or if you do something to reveal your presence or position-attacking, using an ability, moving a large object, and so on. Action.

**Far Step (2 Intellect points)** You leap through the air and land some distance away. You can jump up, down, or across to anywhere you choose within long range if you have a clear and unobstructed path to that location. You land safely. Action. *continued...*

**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.

*continued...*



**CYPHERS**

**Weapon Enhancement (Level 8, Fantastic)** Modifies a weapon's attack in a particular fashion for ten minutes per cypher level. Roll a d100 for the modification. Rolled a 58. Deals bonus fire damage equal to cypher level.

**Sonic Hole (Level 4, Fantastic)** Draws all sound within long range into the device for one round per cypher level. Within the affected area, no sound can be heard. (Sonic holes are much-loved by thieves everywhere but can also be used for less nefarious purposes, such as hunting prey and sneaking past enemies.)

**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.

**1** 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.

### Hideous

You are physically repugnant by almost any human standard. You might have had a serious accident, a harmful mutation, or just poor genetic luck, but you are incontrovertibly ugly.

You've more than made up for your appearance in other ways, however. Because you have to hide your appearance, you excel at sneaking about unnoticed or disguising yourself. But perhaps most important, being ostracized while others socialized, you took the time growing up to develop yourself as you saw fit—you grew strong or quick, or you honed your mind.

### Never Says Die

You never quit, can shrug off a beating, and always come back for more.

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

- One of the other PCs approached you while you were in disguise, recruiting you while believing you were someone else.
- While skulking about, you overheard the other PCs' plans and realized you wanted in.
- One of the other PCs invited you, but you wonder if it was out of pity.
- You bullied your way in with intimidation and bluster.

**Background Connection** Your old trainer still expects you to come back and clean up after their classes; when you do, they occasionally share interesting rumors.

**Focus Connection** Pick one other PC. Sometime in that character's past, they had a devastating experience while attempting something that you do as a matter of course thanks to your focus. Whether they choose to tell you about it is up to them.

## 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.

### Possible GM intrusion from your focus:

Sometimes, it's equipment or weapons that give out.

### Modifications

I removed Bash, swapping it for Vanish.

I removed Combat Prowess, swapping it for Far Step. This can be flavoured as teleport.

Oblivion is connected to the Shadow Plane.

He might later gain abilities such as Phasing, Flight and expand his teleportation ability.

## PORTRAIT

### ...SPECIAL ABILITIES

**Versatile** You get 4 additional points to divide among your stat Pools.

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### ...ATTACKS

**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.