

FAST CHARACTER



TIER
1

Effort 1
XP 0

MIGHT
Pool
16
Edge
1

SPEED
Pool
11
Edge
0

INTELLECT
Pool
9
Edge
0

ARMOR
0

CYPHERS
2

draw from
cypher deck

IYLEN YERK

FIGHTER / MERCENARY /
WARRIOR

A STRONG WARRIOR WHO
SLAYS MONSTERS IN A
FANTASY WORLD

Before all this started, life seemed simple. Your craftsman friend sometimes calls on you for help. However, he pays you well. Now you've got new problems, but also the abilities to deal with them.

You live in a world populated not just by normal folk, but by creatures that should belong only to tall tales or nightmares. Dragons. Gorgons. Many-headed hydras. Werewolves. Worse. You decided to stand up to this menace, even though it means putting yourself in more peril. And if you give your life, others will tell stories of your bravery.

There's more to you than just that. You're extremely strong and physically powerful, and you use these qualities well, whether through violence or feats of prowess. You likely have a brawny build and impressive muscles.

You've recently been drawn into an unusual situation with a group of people (the other PCs in this adventure). You're afraid of what might happen if the other PCs fail. You have a particular connection to the character of the player sitting on your right. You tried but failed to save her loved one from a monster. You still bear the scars.

Strong *(descriptor abilities, p. 85)*

Skill: You're trained in all actions involving breaking inanimate objects.

Skill: You're trained in all jumping actions.

Warrior *(type abilities, p. 22)*

Practiced With All Weapons: You can use any weapon. Automatic, but action and roll still needed to make attacks.

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.

Overwatch (1 Intellect point): You use a ranged weapon to target a limited area (such as a doorway, a hallway, or the eastern side of the clearing) and make an attack against the next viable target to enter that area. This works like a wait action, but you also negate any benefit the target would have from cover, position, surprise, range, illumination, or visibility. Further, you inflict 1 additional point of damage with the attack. You can remain on overwatch as long as you wish, within reason. Action required to use.

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

Quick Draw (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 required to use.

Slays Monsters *(focus abilities, p. 166)*

Sword Wielder. You are practiced with swords.

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. **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).

Minor Effect (natural roll of 19): You can immediately move up to a short distance after this Action required to use.

Major Effect (natural roll of 20): You can immediately take a second action during this turn.

Equipment *(p. 240)*

Appropriate clothing. Two weapons of your choice, plus one expensive item, two moderately priced items, and up to four inexpensive items. You have an extra medium weapon or heavy weapon. **Cash:** 574 gold pieces as spending money.