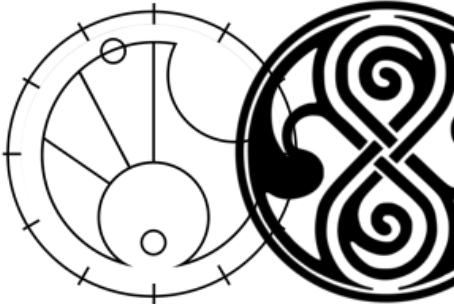


# The Warrior-Poet

[Back to Companions](#)

## Background

Your people have a saying. “When the gods beckon, you follow.” The Doctor offered you a place in his blue chariot, and you took it without hesitation.

Tags	Moves	Gear
	+ any <b>Warrior-Poet</b> Move	Clothing +armor appropriate to your look. Describe it as you see fit. Choose 1 wicked weapon <ul style="list-style-type: none"><li>• Fang Knife (+messy +hand)</li><li>• Glass Ripper (+hand +AP)</li><li>• Katar (+hand +valuable)</li></ul> Choose 1 elegant weapon <ul style="list-style-type: none"><li>• Force Sword (+AP +hi-tech +hand)</li><li>• Baroque Laser Rifle (+hi-tech +reload +autofire +valuable)</li><li>• Sonic Gauntlet (+stun +area +hi-tech +loud +implanted)</li></ul> Choose 1 nightmare weapon <ul style="list-style-type: none"><li>• Hellbore (+area +messy +refill +hi-tech +far)</li><li>• Swarm Projector (+AP l+oud +area +far)</li><li>• Psychic Drill (+stun +loud)</li></ul> Spend 1-Fate every time you use a nightmare weapon. You get the stuff and trappings appropriate to an extreme lower class lifestyle. You’re either homeless and living in a stormdrain, or squatting. Either suits your expectations
<b>Vortex Tags</b>	+ another <b>Warrior-Poet</b> Move	
<b>Emotional Keys</b>		
Pick two: Loyalty, Fear, one of the Ways of the Warrior.		
<b>Experience</b>		<b>Fate</b> <b>Spark</b>
( ) ( ) ( ) ( ) ( ) >> Improvement	<b>Romance Move</b>	
<b>Improvements</b>	Your mate has +1 forward when <i>Tempting Fate</i> if they are near you, just from your protection. If someone is a danger to them, take +1 ongoing against them until your mate is safe.	
	<b>Bonds and History</b>	
<b>Improvements after your fifth</b>	Choose one or more. Best to choose many. <ul style="list-style-type: none"><li>• _____ is my Elder. They have taught me much already. (+2)</li><li>• I hold _____ in contempt for their past actions. (+1)</li><li>• _____ has shown me that violence isn’t always the answer. (+1)</li><li>• _____ friendship is worth more to me the Way of the Warrior. (+3)</li><li>• I have sworn a blood oath to protect _____. (+2)</li></ul>	

## Changing images on this character sheet

To change the Fate clock image or the Spark image, left click on it, delete the current image, click on the "insert image icon", choose "link" and copy one of the following addresses in-

- Nothing filled in = <http://www.curufea.com/lib/exe/fetch.php?cache=&media=roleplaying:companions:fate0.png>
  - 3 O'Clock = <http://www.curufea.com/lib/exe/fetch.php?cache=&media=roleplaying:companions:fate1.png>
  - 6 O'Clock = <http://www.curufea.com/lib/exe/fetch.php?cache=&media=roleplaying:companions:fate2.png>
  - 9 O'Clock = <http://www.curufea.com/lib/exe/fetch.php?cache=&media=roleplaying:companions:fate3.png>
  - 10 O'Clock = <http://www.curufea.com/lib/exe/fetch.php?cache=&media=roleplaying:companions:fate4.png>
  - 11 O'Clock = <http://www.curufea.com/lib/exe/fetch.php?cache=&media=roleplaying:companions:fate5.png>
  - 12 O'Clock = <http://www.curufea.com/lib/exe/fetch.php?cache=&media=roleplaying:companions:fate6.png>
  - No Spark = <https://i.imgur.com/hTWsFOY.png?1>
  - +4 Spark = <https://i.imgur.com/ucNlKAF.png?1>
  - +2 Spark = <https://i.imgur.com/nMMgvyj.png?1>
  - +0 Spark = <https://i.imgur.com/xTvYJ01.png?1>
  - -1 Spark = <https://i.imgur.com/CEb6tgh.png?1>
  - -2 Spark = <https://i.imgur.com/CC1R9BY.png?1>
  - -3 Spark = <https://i.imgur.com/ezPu3YV.png?1>
- 

## CREATING YOUR WARRIOR-POET

Choose your name, look, stats, moves, gear, bonds, and keys.

### Names

Windstorm, Lightning, Falling Star, Tornado, Night. Bear, Turtle, Stag, Lapwing, Crow, Owl.

Wisdom, Luck, Joy, Strength, Truth. Tree, Sky, Cloud, Mountain, River.

### Look

Feminine, masculine, androgynous, fluid, nonhuman.

Battered armor, patchwork armor, mismatched armour, modern armour, future armuor.

Stoic face, lined face, scowling face, weathered face, scarred face, flat face.

Calculating eyes, wild eyes, psycho eyes, cunning eyes, sad eyes, dead eyes.

Hard body, rangy body, huge body, buff body, wiry body, compact body, stocky body.

## Stats

Choose one set.

- (Cool +1, Bold +2, Appeal +1, Clever +0, Vortex -1)
- (Cool +0, Bold +2, Appeal +1, Clever +1, Vortex -1)
- (Cool -1, Bold +2, Appeal +1, Clever +1, Vortex +0)
- (Cool +2, Bold +2, Appeal -1, Clever +0, Vortex -1)

## Moves

You get all the basic moves, plus choose two **Warrior-Poet** moves.

## Gear

Pick your three starting weapons. They are detailed below

## Bonds

Choose one or more. Best to choose many.

- \_\_\_\_\_ is my Elder. They have taught me much already. (+2)
- I hold \_\_\_\_\_ in contempt for their past actions. (+1)
- \_\_\_\_\_ has shown me that violence isn't always the answer. (+1)
- \_\_\_\_\_ friendship is worth more to me the Way of the Warrior. (+3)
- I have sworn a blood oath to protect \_\_\_\_\_. (+2)

## Starting Emotional Keys

Pick two: Loyalty, Fear, one of the Ways of the Warrior. Write them in "Mark Experience When ..."

## The Way of the Warrior

- **Courage:** It is not enough to fight with honour; it is true courage to live when it is right to live, die when it is right to die, and defend your clanmates even when glory beckons.
- **Honour:** Show benevolence to the weak and the worthy. Repay others with how they have treated you. Keep all oaths and promises.
- **Self-control:** Show prudence in all things. Do not let blood lust blind you. Fight only when it is right to fight.

---

## Your Starting Weapons

## Wicked Weapon

This is a hand weapon, never a gun. It is usually crude and vicious, and was made by one of your people.

- **Fang Knife** (+hand): A blade fashioned from a massive fang or claw of a vanquished enemy. Its handle is a thick thigh bone wrapped in stained, darkened leather straps.
- **Glass Ripper** (+hand +AP): A short, jagged blade made of flint or obsidian, or another naturally jagged material. It is wickedly hooked, with serrations and a triangular profile.
- **Katar** (+hand +valuable): A broad leaf-shaped blade with a horizontal grip instead of a handle, used with a punching motion. It is made of beautifully carved and polished brass, which makes it valuable. An antiquities dealer or an anthropologist will find it very valuable indeed.

## Elegant Weapon

In your travels with the Doctor, you have acquired, bartered, and bought quite a few weapons beyond the ken of your people.

- **Force Sword** (+AP +hi-tech +near): When deactivated, it resembles a balanced haft of a sword, made of a lightweight metal alloy or crystal. When activated, a glowing blade of energy capable of cutting through the densest materials rips out of the top,
- **Baroque Laser Rifle** (+hi-tech +refill +valuable): A polished brass and chrome rifle, with a long, fluted barrel and a shoulder stock that curves into the receiver. Bright metal cooling lines branch out of the main reaction chamber, which is comprised of crystal that glows green when fired. It fires a hellishly bright green bolt of energy that sizzles as it slices through the air.
- **Sonic Gauntlet** (+stun +area +hi-tech +loud +implanted): An array of fine silver metal filaments worked in a lacy network into the flesh of your arm. A round metal emitter is set into your palm. You simply point it at your enemy and will it to fire, and a cone of sonic compression barks out, causing tissue damage and ruptured blood vessels.

## Nightmare Weapon

The Doctor probably wouldn't have approved of the use of these weapons under any circumstances.

- **Hellbore** (+area +refill +hi-tech +far): This monstrosity resembles a shoulder mounted missile. It fires a massive bolt of energy, which erupts into an expanding sphere of superheated death on impact. Once fired, it takes about 30 seconds for the reaction chamber to refill. It makes a distinctive whine during refilling and firing.
- **Swarm Projector** (+AP +loud +area +far): A two-meter-long metal tube wrapped in thick black straps of unidentifiable material. There are no visible mechanisms integrated into it at all. When fired, a cloud of black mite-like particles rushes out of the end, enveloping the target(s). The mites chew away everything inside the cloud, leaving only bloody scraps. The mites are indiscriminate; if you get caught in the cloud, they will eat you too.
- **Psychic Drill** (+stun +loud): A glassy sphere about the size of a large marble with a long, curved metal spike growing out of the side. When pointed at a sentient being, a lance of psychic energy bores into the victim's brain, destroying tissue and portions of the mind alike. Whole sections of the victim's memories and personality are removed. In NPCs, this effect is permanent; in PCs, it slowly returns after the damage is healed. Even though this weapon is +stun, it is still deadly; your opponent *Tempts Fate*.

**Spend 1-Fate every time you use a nightmare weapon.**

From:

<https://curufea.com/> - Curufea's Homepage

Permanent link:

[https://curufea.com/doku.php?id=roleplaying:companions:the\\_warrior-poet](https://curufea.com/doku.php?id=roleplaying:companions:the_warrior-poet)

Last update: **2018/06/12 01:19**

