

KNOWN CYLON MODELS

BASIC CYLON TRAITS PACKAGE:

ALL HUMANOID CYLONS POSSESS CERTAIN ABILITIES COMMON TO ALL OF THE MODELS. THESE ARE:

ELECTRONIC INTERFACE [D6]

THIS ALLOWS THE HUMANOID CYLON TO ACCESS COMPUTER NETWORKS THROUGH A TACTILE INTERFACE ON THEIR SPACECRAFT, OR TO COMMUNICATE LINE OF SIGHT WITH EACH OTHER WITHOUT THE USE OF VOCALIZATION. THEY CAN ALSO INTERFACE WITH HUMAN TECHNOLOGY THROUGH HARDWIRE CONNECTION, USING NERVE GANGLIA IN THEIR ARMS AND OTHER LOCATIONS. WHEN CONNECTED, THEY GAIN D6 TO THEIR KNOWLEDGE, SCIENTIFIC EXPERTISE, AND TECHNICAL ENGINEERING TESTS.

IMMUNITY [D12]

CYLONS ARE IMMUNE TO NEARLY ALL DISEASE, ENVIRONMENTAL EFFECTS [ALTHOUGH THEY DO FEEL DISCOMFORT IN COLD AND HEAT], AND RADIATION. THEY WILL SUFFER FROM STARVATION, THIRST, AND LACK OF ATMOSPHERE.

PHYSICAL PUSH [D8]

CYLONS CAN BOOST THEIR ADRENAL RESPONSE, ADDING D4 TO TWO OF THEIR PHYSICAL TRAITS FOR ONE MINUTE, ONCE PER HOUR. THE BONUS EXTENDS TO THEIR LIFE POINTS, INITIATIVE, ETC. UNTIL THE PUSH WEARS OFF.

VIRTUAL IMMORTALITY [D10]

AT DEATH, THE HUMANOID CYLON UPLOADS ITS CONSCIOUSNESS TO THE NEAREST RESURRECTION SHIP OR FACILITY. IT IS POSSIBLE TO BE BEYOND RANGE TO DOWNLOAD, BUT MOST CYLONS AREN'T EVEN AWARE OF THE RANGE THAT RESURRECTION WORKS AT. [SEVERAL LIGHT YEARS...]

VULNERABILITY [D6]

CYLONS ARE VULNERABLE TO AN ANCIENT FORM OF ENCEPHALITIS THAT HUMANS ARE NOW IMMUNE TO. THIS ADDS TO HARD RESISTANCE TESTS AND CAUSES FAILURE IN WOUND. IT IS USUALLY FATAL WITHIN DAYS.

VULNERABILITY [D6]

CYLONS ARE VULNERABLE TO CERTAIN RADIATION FREQUENCIES, SUCH AS IN THE RAGNAR ATMOSPHERE. EXPOSURE REQUIRES A FORMIDABLE RESISTANCE FOR EVERY 10 MINUTES EXPOSED. DAMAGE IS EQUAL TO THE FAILURE AND RENDERED IN BASIC DAMAGE.

CYLONS ARE BUILT AS VETERAN CHARACTERS, AND HAVE A DEFICIT OF 20 POINTS FOR THEIR ASSETS, REQUIRING THEY BE MADE UP IN COMPLICATIONS [OFTEN OF AN EMOTION OR SOCIAL NATURE] AND/OR SKILL DEFICITS.

THERE ARE 12 CYLONS MODELS, ONLY SIX OF WHICH HAVE BEEN ENCOUNTERED.



NUMBER 1 [CAVIL]

OTHERWISE KNOWN AS CAVIL OR JOHN, #1 IS BASED ON A LATE MIDDLE-AGED HUMAN MALE. HE OFTEN MASQUERADES AS A PRIEST OR CONFIDANT, USING HIS SHARP WIT AND PERSUASIVE SKILLS TO CONFUSE AND MISLEAD HIS OPPONENTS. WHILE THEY APPEAR TO ESCHEW THE RELIGION OF THE CYLONS, THEY WILL USE THEIR KNOWLEDGE OF CYLON AND HUMAN RELIGION IN THEIR MANIPULATION OF OTHERS. THEY TEND TO AUTHORITARIAN, DRAGONIAN METHODS, AND SHOW A NIHILISTIC STREAK.

THE CAVILS APPEAR TO BE THE CLOSEST THING TO A LEADER IN THE CYLON SOCIETY, USING THEIR AUTHORITY AND INFLUENCE TO CONVINCE THE OTHER MODELS TO DO AS THEY WISH. THEY WERE THE FIRST OF THE HUMANOID CYLONS CREATED, AND THEIR KNOWLEDGE OF THE CREATORS MAY BE ONE OF THE REASONS THEY HOLD SUCH SWAY IN CYLON SOCIETY.

HE IS A VICIOUS FOE, A SOCIOPATH EVEN BY CYLON STANDARDS. WHILE USUALLY AVOIDING COMBAT, THE CAVILS ARE BRUTAL FOES AND HAVE NO COMPUNCTION ABOUT THE USE OF VIOLENCE.

ATTRIBUTES:

AGILITY	D6
STRENGTH	D6
VITALITY	D6
ALERTNESS	D10
INTELLIGENCE	D12
WILLPOWER	D8
LIFE POINTS	14
INITIATIVE	D6+D10
ENDURANCE	D6+D8
RESISTANCE	2D6

HT: 5'8" WT: 190 LBS
 HAIR: GRAY EYES: BROWN
 AGE: APPARENTLY 50s/60s

ASSETS:

ELECTRONIC INTERFACE	D6
INVULNERABILITY	D12
PHYSICAL PUSH	D8
SO SAY WE ALL	D4
VIRTUAL IMMORTALITY	D10

COMPLICATIONS:

ANGER ISSUES	D4
OUT FOR BLOOD	D8
VULNERABILITY	D6
CERTAIN RADIATION FREQS	
VULNERABILITY	D6
CERTAIN VIRII	
SADIST	D10

SKILLS:

ATHLETICS	D2
COVERT	D4
DISCIPLINE	D6
LEADERSHIP	D10
MORALE	D10
GUNS	D4
INFLUENCE	D6
PERSUADE	D10
KNOWLEDGE	D6
MECH ENGINEERING	D4
PERCEPTION	D6
PILOT	D4
SCIENCE EXPERT	D6
PHYSICAL SCIENCE	D8
TECH ENGINEERING	D6
HACKING	D8



NUMBER 2 (LEOBEN CONOY)

THE NUMBER 2 MODEL IS PARTICULARLY DANGEROUS. THESE CYLONS STYLE THEMSELVES AS PROPHETS OR PHILOSOPHERS. THEY ARE MASTERS AT OBSERVATION AND MANIPULATION, CAPABLE OF INTERWEAVING TRUTH AND LIES IN A WAY THAT MAKES THEM BELIEVABLE TO EVEN THE MOST CYNICAL OR CAUTIOUS. THE 2S APPEAR TO ENJOY THE GAME OF REPARTEE AND ARE VERY HARD TO INTERROGATE.

THEY ARE THE MAIN PURVEYORS OF THE CYLON MONOTHEISM. OFTEN THEY TALK ABOUT BEING ABLE TO SEE THE PATTERNS OF THE UNIVERSE, AND CLAIM SPECIAL INSIGHT INTO THEIR GOD'S MACHINATIONS. THEY ARE ALSO ONE OF THE MOST ABLE FIGHTERS IN THE MALE HUMANOID CYLON STABLE.

LEOBEN SEEMS TO TAKE PARTICULAR INTEREST IN THE AFFAIRS OF HUMANS HE CONSIDERS IMPORTANT TO GOD'S PLAN [OR PERHAPS ARE SIMPLY INTRIGUING TO HIM.] THE ENTIRE MODEL HAS A ROMANTIC AND PROPHETIC FIXATION ON THE HUMAN PILOT KARA THRACE, BUT HAVE ALSO SHOWED A MORE PHILOSOPHICAL INTEREST IN OTHER RESISTANCE MEMBERS.

ATTRIBUTES:

AGILITY	D6
STRENGTH	D6
VITALITY	D6
ALERTNESS	D12
INTELLIGENCE	D10
WILLPOWER	D10
LIFE POINTS	16
INITIATIVE	D6+D12
ENDURANCE	D6+D10
RESISTANCE	2D6

HT: 5'11" WT: 175 LBS
 EYES: BLUE HAIR: BLOND
 AGE: APPARENT 30S

ASSETS:

ELECTRONIC INTERFACE	D6
FAITH	D6
INVULNERABILITY	D12
PHYSICAL PUSH	D8
VIRTUAL IMMORTALITY	D10

COMPLICATIONS:

DUTY, GOD'S PLAN	D6
FIXATED	D6
UNSTABLE	D4
VULNERABILITY	D6
VULNERABILITY	D6

SKILLS:

ARTIST	D2
ATHLETICS	D4
COVERT	D4
DISCIPLINE	D6
MORALE	D8
GUNS	D4
INFLUENCE	D6
PERSUADE	D8
KNOWLEDGE	D6
MECH ENGINEERING	D2
PERCEPTION	D6
EMPATHY	D8
INTUITION	D8
PERFORMANCE	D6
DECEPTION	D10
TECH ENGINEERING	D4
UNARMED COMBAT	D6



NUMBER 3 [D'ANNA]

THE NUMBER 3 MODEL IS SECOND ONLY TO THE ONES IN THEIR SINGLE-MINDED PURSUIT OF THEIR GOALS, EVEN WHEN THEY DO NOT COINCIDE WITH THE WISHES OF THE OTHER MODELS. THEY ARE VERY VIOLENT, PRACTICAL, AND DEVIIOUS. THEY ARE ALSO ONE OF THE STRONGER MODELS OF THE HUMANOID CYLONS, PHYSICALLY DANGEROUS AS THEY ARE CRAFTY.

THEY ARE, LIKE THE LEOBEN MODEL, HIGHLY RELIGIOUS, SUBSCRIBING TO THE MONOTHEISTIC CYLON GOD. SIMILARLY, THEY ARE WELL-SPOKEN AND CHARISMATIC. ONE OF THE FEW WEAKNESSES THE 3S SHOW IS A NEED FOR AFFECTION – TRUE LOVE. IN THIS THEY ARE SIMILAR TO THE 6S.

ATTRIBUTES:

AGILITY	D6
STRENGTH	D6
VITALITY	D6
ALERTNESS	D10
INTELLIGENCE	D10
WILLPOWER	D10
LIFE POINTS	16
INITIATIVE	D6+D10
ENDURANCE	D6+D10
RESISTANCE	2D6

HT: 6'1" WT: 160 LBS
 HAIR: BLONDE EYES: BLUE
 AGE: APPARENT 30s

ASSETS:

ELECTRONIC INTERFACE	D6
INVULNERABILITY	D12
PHYSICAL PUSH	D8
VIRTUAL IMMORTALITY	D10

COMPLICATIONS:

DUTY, GOD'S PLAN	D6
SADISTIC	D4
OVERCONFIDENT	D4
VULNERABILITY	D6
VULNERABILITY	D6

SKILLS:

ATHLETICS	D4
COVERT	D4
DISCIPLINE	D4
GUNS	D4
INFLUENCE	D6
KNOWLEDGE	D4
MECH ENGINEERING	D4
PERCEPTION	D6
PERFORMANCE	D6
PILOT	D4
SURVIVAL	D4
TECH ENGINEERING	D4
UNARMED COMBAT	D6



NUMBER 4 [SIMON]

THE NUMBER 4S ARE THE MOST RATIONAL, MACHINE-LIKE OF THE HUMANOID CYLONS. THEY USUALLY POSE AS DOCTORS AND SCIENTISTS, A FUNCTION THEY PROVIDE IN CYLON SOCIETY. THE SIMONS ARE MOTIVATED BY CURIOSITY AND DUTY TO THE CYLON RACE, AND ARE THE MOST EASILY MANIPULATED OF THE CYLON MODELS BY AUTHORITY FIGURES LIKE CAVIL OF D'ANNA, BUT RESPOND BEST TO REASON AND FACTS.

THE SIMONS WERE RARELY USED AS SLEEPER AGENTS, AS THEIR BASE PROGRAMMING DOES NOT MESH WITH THE HUMAN PERSONALITIES THAT WERE CRAFTED FOR THEM. SEVERAL OF THE SIMONS THAT WERE UNDERCOVER MALFUNCTIONED AND HAD TO BE BOXED WHEN THEY COULD NOT RECONCILE THEIR HARSH MECHANICAL REALITY WITH THE EMOTIONAL MEMORY IMPLANTS.

MOST 4S ARE NOT EASILY SWAYED BY EMOTIONAL OR MORAL ENTREATIES. LIKE THE 1S, THIS MODEL IS FULLY COGNIZANT AND ACCEPTING OF THEIR TRUE NATURE AND DO NOT FEEL THE NEED TO BE "HUMAN." THEY ARE NOT OVERLY RELIGIOUS, BUT OFTEN PAY LIP-SERVICE FOR THE GOOD OF THE GROUP.

ATTRIBUTES:

AGILITY	D6
STRENGTH	D8
VITALITY	D6
ALERTNESS	D8
INTELLIGENCE	D12
WILLPOWER	D8
LIFE POINTS	12
INITIATIVE	D6 + D8
ENDURANCE	D6 + D8
RESISTANCE	2D6

HT: 6'3" WT: 200 LBS
 EYES: BROWN HAIR: BROWN
 AGE: APPARENT 30s/40s

ASSETS:

ELECTRONIC INTERFACE	D6
INVULNERABILITY	D12
PHYSICAL PUSH	D8
VIRTUAL IMMORTALITY	D10

COMPLICATIONS:

CALLOUS	D4
CURIOSITY	D4
DUTY	D6
OVERCONFIDENT	D4
VULNERABILITY	D6
VULNERABILITY	D6

SKILLS:

ATHLETICS	D4
COVERT	D4
DISCIPLINE	D4
GUNS	D2
INFLUENCE	D4
KNOWLEDGE	D6
MECH ENGINEERING	D6
MEDICAL EXPERT	D6
GENETICS	D8
SURGERY	D8
PERCEPTION	D6
PILOT	D4
SCIENCE EXPERT	D6
LIFE SCIENCES	D8
TECH ENGINEERING	D6
UNARMED COMBAT	D2



NUMBER 5 [AARON DORAL]

THE DORALS ARE ANOTHER INFILTRATION MODEL, DESIGNED TO SOW DISSENSION AND CONFUSION IN THE ENEMY. THEY WORK TO UNDERMINE AUTHORITY, WORK WITH STEALTH AND GUILF WHICH THEIR "EVERYMAN" APPEARANCE ALLOWS. THEY ARE THE MOST MILITANT AND FANATIC IN THEIR PURSUIT OF CYLON GOALS. THEY OFTEN WORK AS OPERATIONS MANAGERS, AND OVERSEERS.

ATTRIBUTES:

AGILITY D6
 STRENGTH D6
 VITALITY D6
 ALERTNESS D8
 INTELLIGENCE D10
 WILLPOWER D10

LIFE POINTS 16
 INITIATIVE D6+D8
 ENDURANCE D6+D10
 RESISTANCE 2D6

HT: 5'9" WT: 180 LBS
 EYES: BROWN HAIR: BROWN
 AGE: APPARENT 30s

ASSETS:

ELECTRONIC INTERFACE D6
 INVULNERABILITY D12
 PHYSICAL PUSH D8
 VIRTUAL IMMORTALITY D10

COMPLICATIONS:

DUTY, CYLONS D6
 SADISTIC D4
 OUT FOR BLOOD D4
 VULNERABILITY D6
 VULNERABILITY D6

SKILLS:

ATHLETICS D4
 COVERT D6
 SABOTAGE D8
 STREETWISE D8
 DISCIPLINE D6
 MORALE D8
 RESISTANCE D8
 GUNS D4
 INFLUENCE D4
 MECH ENGINEERING D4
 MELEE COMBAT D4
 PERCEPTION D6
 PERFORMANCE D6
 TECH ENGINEERING D6
 UNARMED COMBAT D4



NUMBER 6

ONE OF THE MOST SUCCESSFUL OF THE CYLON SLEEPER AGENTS, THE SIX IS ONE OF THE MOST VERSATILE MODELS FOR UNDERCOVER WORK FOR THEIR ABILITY TO EMPATHIZE AND MANIPULATE HUMAN EMOTIONS. THIS ABILITY IS ALSO THEIR ACHILLES HEEL: THEY ARE GIVEN TO POWERFUL EMOTION, AND LIKE THE 3S DESIRE TO BE LOVED. THEY ARE PROMISCUOUS, HIGHLY SEXUAL, AND VIOLENT, EASILY DRIVEN TO ACTION BY THEIR UNSTEADY EMOTIONAL STATE.

LIKE THE 5S, THEY ARE OFTEN USED AS FIELD COMMANDERS AND OVERSEERS. THEY ARE STRONGLY PROTECTIVE OF THEIR "SISTERS."

ATTRIBUTES:

AGILITY D6
 STRENGTH D6
 VITALITY D6
 ALERTNESS D8
 INTELLIGENCE D10
 WILLPOWER D10

LIFE POINTS 16
 INITIATIVE D6+D8
 ENDURANCE D6+D10
 RESISTANCE 2D6

HT: 6' WT: 140 LBS
 EYES: BLUE HAIR: VARIES
 AGE: APPARENT 20s/30s

ASSETS:

ALLURE D4
 ELECTRONIC INTERFACE D6
 INVULNERABILITY D12
 PHYSICAL PUSH D8
 VIRTUAL IMMORTALITY D10

COMPLICATIONS:

LUSTFUL D4
 MEMORABLE D4
 UNSTABLE D4
 VULNERABILITY D6
 VULNERABILITY D6

SKILLS:

ATHLETICS D4
 COVERT D6
 SABOTAGE D8
 STEALTH D8
 DISCIPLINE D2
 GUNS D4
 INFLUENCE D6
 PERSUASION D8
 SEDUCTION D8
 KNOWLEDGE D2
 PERFORMANCE D6
 DECEPTION D8
 SCIENCE EXPERT D6
 TECH ENGINEERING D6
 HACKING D8
 PROGRAMMING D10
 UNARMED COMBAT D4

NUMBER 7 [DANIEL]

NOT ENCOUNTERED... THE MODEL'S DESIGN WAS CORRUPTED EARLY ON AND NEVER FIELDED.



NUMBER 8 [SHARON]

THE SHARONS ARE HELD IN LOW REGARD BY THE OTHER MODELS AS BEING QUIRKY, EMOTIONAL, AND WEAK. THEY WERE MOST EXTENSIVELY USED AS SLEEPER AGENTS AND SHOW REBELLIOUS TENDENCIES THAT ARE TEMPERED BY A FEARFUL AND INCONSTANT NATURE. THEY ARE THE MOST HUMAN OF THE MODELS - MOSTLY LIKELY WHY THEY ARE LOOKED DOWN ON.

ATTRIBUTES:

AGILITY	D8
STRENGTH	D6
VITALITY	D6
ALERTNESS	D10
INTELLIGENCE	D8
WILLPOWER	D8
LIFE POINTS	14
INITIATIVE	D8+D10
ENDURANCE	D6+D8
RESISTANCE	2D6

HT: 5'6" WT: 125 LBS
EYES: BROWN HAIR: BLACK
AGE: APPARENT 20s

ASSETS:

ELECTRONIC INTERFACE	D6
INVULNERABILITY	D12
PHYSICAL PUSH	D8
VIRTUAL IMMORTALITY	D10

COMPLICATIONS:

TRUSTING	D4
UNSURE	D4
VULNERABILITY	D6
VULNERABILITY	D6

SKILLS:

ATHLETICS	D4
COVERT	D4
DISCIPLINE	D4
GUNS	D6
HEAVY WEAPONS	D4
INFLUENCE	D4
KNOWLEDGE	D2
MECH ENGINEERING	D4
MELEE COMBAT	D4
MEDICAL EXPERT	D2
PERCEPTION	D6
PILOT	D6
SURVIVAL	D4
TECH ENGINEERING	D4
UNARMED COMBAT	D4