

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 ESGHEW THE RELIGION OF THE CYLONS, THEY WILL USE THEIR KNOWLEDGE OF CYLON AND HUMAN RELIGION IN THEIR MANIPULATION OF OTHERS. THEY TEND TO AUTHORITARIAN, DRACONIAN 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 |
| 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 |

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 DEVIOUS. 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 |

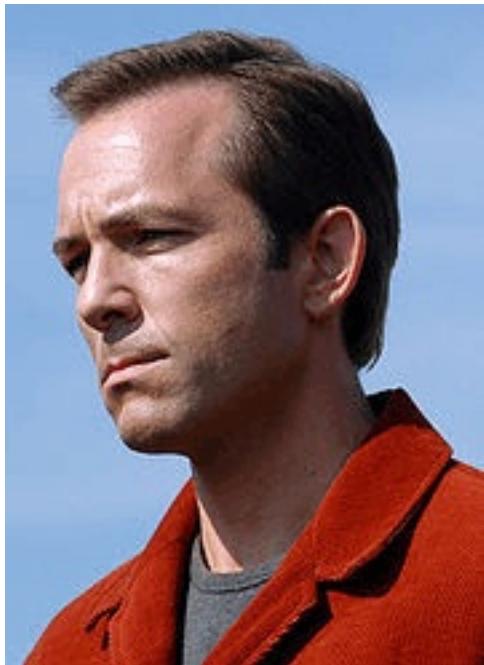
HT: 6'3" WT: 200 LBS
EYES: BROWN HAIR: BROWN
AGE: APPARENT 30s/40s

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 GUILE 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 | D 6 |
| STRENGTH | D 6 |
| VITALITY | D 6 |
| ALERTNESS | D 8 |
| INTELLIGENCE | D 10 |
| WILLPOWER | D 10 |
| LIFE POINTS | 16 |
| INITIATIVE | D 6 + D 8 |
| ENDURANCE | D 6 + D 10 |
| RESISTANCE | 2D 6 |

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

ASSETS:

| | |
|-----------------------|------|
| ELECTRONIC INTERFACE | D 6 |
| INVULNERABILITY | D 12 |
| PHYSICAL PUSH | D 8 |
| VIRTUAL IMMORTALITY | D 10 |
| COMPLICATIONS: | |
| DUTY, CYLONS | D 6 |
| SADISTIC | D 4 |
| OUT FOR BLOOD | D 4 |
| VULNERABILITY | D 6 |
| VULNERABILITY | D 6 |

SKILLS:

| | |
|------------------|-----|
| ATHLETICS | D 4 |
| COVERT | D 6 |
| SABOTAGE | D 8 |
| STREETWISE | D 8 |
| DISCIPLINE | D 6 |
| MORALE | D 8 |
| RESISTANCE | D 8 |
| GUNS | D 4 |
| INFLUENCE | D 4 |
| MECH ENGINEERING | D 4 |
| MELEE COMBAT | D 4 |
| PERCEPTION | D 6 |
| PERFORMANCE | D 6 |
| TECH ENGINEERING | D 6 |
| UNARMED COMBAT | D 4 |



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 |
| LUSTFUL | D4 |
| MEMORABLE | D4 |
| UNSTABLE | D4 |
| VULNERABILITY | D6 |
| VULNERABILITY | D6 |

COMPLICATIONS:

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 FIELDDED.

**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 |