

HYPERTELLURIANS

NAME: **Jilly**

CONCEPT: "Now look, stop floating this instant, there's no such thing as levitation!" The Queen's very capable and precocious scullery maid. Ragged dress and hastily pinned, thick hair.

DRIVE: Unwavering loyalty to your friends, coupled with an obsession to rationalize the observed world.

WEAKNESS: Highly skeptical, to the point of sometimes alienating sorcerers and wizards and the like.

TRAUMA: (Empty)

DEFENSE: 11

ARMOR: 0

BRAWN SCORE: 8
MODIFIER: -2
AFFINITY: 1 2 3
DAMAGE: (Empty)
BUFFER: (Empty)

AGILITY SCORE: 11
MODIFIER: +1
AFFINITY: 1 2 3
DAMAGE: (Empty)
BUFFER: (Empty)

MIND SCORE: 13
MODIFIER: +3
AFFINITY: 1 2 3
DAMAGE: (Empty)
BUFFER: (Empty)

PORTRAIT: (Illustration of Jilly)

EQUIPMENT

1: Scullery maid's outfit, with deep pockets, which once per session have exactly what you need to give a companion in need a second chance

2: (Empty)

3: Rolling pin (light weapon; 1d4 damage)

4: The queen's special grooming set, just how she likes it

5: (Empty)

6: (Empty)

7: (Empty)

8: (Empty)

9: (Empty)

10: (Empty)

11: (Empty)

12: (Empty)

13: (Empty)

14: (Empty)

15: (Empty)

16: (Empty)

17: (Empty)

18: (Empty)

POWERS

FAVORED. You are the protagonist of the story, and the world does revolve around you, to a point. While you are far from invincible, the villains tend to explain that little bit more of their dastardly plan to you than strictly necessary. The traps you encounter give you that extra chance at avoidance, and you've never seen a prison from which you could not escape. And when calamity tragically does befall you, you be sure to remind the GM about your favored status.

KNOW THINGS. From your training and education, you are versed in history, science (pseudo- or otherwise), and engineering, and perhaps the occult. Once per session you may ask the GM a question about the current situation, and the answer will provide with you with a definite advantage, though not necessarily the knowledge or direct means to enact it. Drinking optional.

THE STARS ARE RIGHT. That planetary alignment the cultists are waiting for? It's now! That cosmological event that only happens once a millenium? It's today! That time when the god star Ariella descended from the heavens? It's happening again!

All sorts can be achieved when the stars are right. Just not too often. Like maybe, once an adventure. Unless your story is really good.

NOPE. Ignore detrimental magic effects, if you can reason them out of existence. Take 1d4 Mind damage when you do so.

CINDERELLA. Once per session you transform into a Cinderella-like princess. Explain why.