ALIEN ○ BEAST ○ CONSTRUCT

HYPERTELLURIANS

FANTASTICAL THRILLS THROUGH THE ULTRACOSM

REVENANT ○ ROYAL ○ ULTRANAUT

NAME

PORTRAIT

CONCEPT

DRIVE

BRAWN

SCORE

MODIFIER

AFFINITY: 1 2 3

BUFFER

DAMAGE

MIND

SCORE

MODIFIER

AFFINITY: 1 2 3

BUFFER

DAMAGE

AGILITY

SCORE

MODIFIER

AFFINITY: 1 2 3

BUFFER

DAMAGE

TRAUMA

WEAKNESS

DEFENSE

ARMOR

EQUIPMENT

1 2 3 4 5 6

7 8 9 10 11 12

13 14 15 16 17 18

POWERS

○ ○ ○

HYPERTELLURIANS
FANTASTICAL THRILLS THROUGH THE ULTRACOSM

ADDITIONAL BELONGINGS
(NOT CARRIED ON PERSON)

WONDROUS ACTIONS

WONDROUS GENERAL ACTIONS

Manifest memory. Reach through the Ultracosm and physically manifest a relevant, experienced memory for a scene. The specific effects are determined by the manifestation, but should be wildly beneficial. ..... Cost: 6

Marvelous adaptation. Draw upon the magnificent, raw potential of the Ultracosm. Become an expert on a topic of your choice for a scene. ..... Cost: 3

Push fate. Re-roll a roll you have just made. If the original roll was made with advantage, re-roll with advantage too. If it was made with disadvantage, re-roll without disadvantage. The Ultracosm remembers your actions, and if the re-roll alters the original outcome, it will add a complication into your future. ..... Cost: 6

Recall memory. Remember and recount an experience that gained you Wonder. Roll with advantage on the next action, which is executed as part of this one. ..... Cost: 3

WONDROUS COMBAT ACTIONS

Brutal blow. Your attack gains the *brutal* tag. If it already had it, it instead deals an extra 1d4 damage. ..... Cost: 2

Called shot. Target a specific location for appropriate, extra effect. ..... Cost: 2

Charge. Move a short distance and attack. If the attack hits, deal an extra 1d4 points of damage. ..... Cost: 2

Sprint. Move a long distance. ..... Cost: 2

NOTES

WONDER

TOTAL PARTY WONDER EARNED

TOTAL PARTY WONDER SPENT