

HYPERTELLURIANS

NAME **Parched**

CONCEPT
Clack, rattle, scrape
Skeletal merfolk—half man or woman, half fish, all skeleton. Result of a magical experiment by a wizard related to another PC (choose one). Human half belonged to someone of importance to yet another PC (choose one).

DRIVE
Become the greatest necromancer in Western Atlantis and beyond. First step: find some spells.

WEAKNESS
You have to drag yourself along the floor (noisily) to move on your own.

TRAUMA

BRAUN
SCORE 13
MODIFIER +3
AFFINITY 1 2 3
DAMAGE
BUFFER

AGILITY
SCORE 9
MODIFIER -1
AFFINITY 1 2 3
DAMAGE
BUFFER

MIND
SCORE 10
MODIFIER 0
AFFINITY 1 2 3
DAMAGE
BUFFER

DEFENSE 9

ARMOR 2

PORTRAIT

EQUIPMENT

| | | | | | |
|--|--|------------------------|---|--|----|
| Just the right knick knack for the job that got tangled in the fins. | Tough as nails skeleton (medium armor, attached) | Pearl necklace (50 gp) | Sharp bits (light weapon; 1d6 damage; attached, brutal, unreliable) | Conch of sea translocation (once per session; 1 square meter of the nearest sea squirts out, water, sea life, and all) | |
| 1 | 2 | 3 | 4 | 5 | 6 |
| 7 | 8 | 9 | 10 | 11 | 12 |
| 13 | 14 | 15 | 16 | 17 | 18 |

POWERS

DRAWN. You are drawn to fear. You can sense it in your general surroundings, and you can sense when you are getting closer, though you cannot pinpoint it until you see the source. You are powerfully attracted to the emotion and wish nothing more than to relieve the source of it, though you have no special means to do this.

UNLIVING. You do not eat, breathe, or sleep (though you can fall unconscious). Depending on the state of your body and organs, you may or may not be able to even attempt it. Similarly, you feel no pain—and unless you still possess skin, you feel no physical sensations at all. Furthermore, you are immune to damage from exhaustion. You simply never tire.

On the other hand, this lack of sleep takes its toll mentally, over time. You are far more likely to develop obsessions and phobias, and very old unliving have generally picked up several already. You start with 1 additional weakness, like a fear, irrational or otherwise.

GHUL TOUCH. Once per session, if you succeed at an Agility check against the target's Defense, you paralyze them with fear for the remainder of the scene—providing they can sensibly be frightened by you.

PESTILENT. You may exude a cloud or a glob of pure darkness from your decaying body over a close target. With a successful Agility check against their defense, you deal 2d6 psychic damage. It also deals 1d4 Braun damage to yourself as you vomit up or exhale precious bodily fluids, gases, or essence.

DIFFERENT DOWN THERE. You know how, when most people look down, they see their two legs? With you, not so much. You see the bones of a giant fish. You have advantage on checks suited to your mutant propulsion system.