

NAME
A72

CONCEPT
Slender, ebony skinned elf, in a white, spider-silk and lace dress and hood. Your opaque white, glowing eyes flicker occasionally. You are an immaterial alien life-form who possessed this drow priestess body when its original owner was on a spirit quest in the astral plane.

DRIVE
Exploration. The Ultracosm is nothing short of miraculous and unpredictable, and exploring it is the one true path in life. Broadening one's horizons is best achieved through experiencing the untold wonders the worlds have to offer.

WEAKNESS
You are haunted by the ghost of the rightful owner of this body.

BRAWN
SCORE **9**
MODIFIER **-1**
AFFINITY **1 2 3**
DAMAGE
TRAUMA
ARMOR **1**

AGILITY
SCORE **10**
MODIFIER **0**
AFFINITY **1 2 3**
DAMAGE

MIND
SCORE **13**
MODIFIER **+3**
AFFINITY **1 2 3**
DAMAGE
DEFENSE **10**

EQUIPMENT

Spider-silk and lace dress, with black metal pauldrons (light armor)

Eldritch compass that always points to the nearest source of Wonder.

Scepter of spider climb (7 charges; climb walls and ceilings like a spider for 1 scene)

Holy symbol of the spider goddess; glows white or red on command

Exquisite jewelry (150 gp)

1 2 3 4 5 6

7 8 9 10 11 12

13 14 15 16 17 18

POWERS

LEVEL PLAYING FIELD. Literally, to an extent. You can lower or raise small, natural landscapes, such as small hills, ponds, or even parts of an incline. As an action, with a successful Mind check, you can affect a structure within a short distance. The difficulty of the check ranges from 5 to 20, depending on the material. The GM will tell you before you use the power. You take Mind damage equal to the largest of the height/depth or width dimension of the affected landscape in meters. For example, to flatten a hill that is 3 meters high and 5 meters wide, you would need to succeed at a Mind check, and take 5 points of Mind damage. If you fail the Mind check, the affected landscape will instead alter in interesting ways.

PHASE. You can co-inhabit the same space as other matter for short periods of time. This allows you to walk through walls, or to stay still but essentially become insubstantial. For each 1 meter that you travel out of phase, you take 1 point of Mind damage. Alternatively, you may remain insubstantial and immobile for 1 round (approximately 6 seconds) per point of Mind damage. If you become insubstantial for shorter times or smaller distances, you will still take 1 point of Mind damage.

A MIDNIGHT DREARY. Dramatically curse a target that can hear and understand you, by succeeding at an opposed Mind check, and take 1d4 Mind damage. Choose an option below:

- Give them nightmares and disturb their rest.
- Make them forget a mundane skill.
- They gain a harmless, irrational fear, like of spoons.

How to break the curse? Love's true kiss? Add a fun clause in during the cursing.

VOX FUREORE DEI. Your voice possesses a divine might, and it can compel reality. With but a thunderous word you lash out at an enemy and lacerate them, up to a long distance away, so long as they can hear you. Make an opposed Mind check. If you succeed, take 1 Mind damage to inflict 1d4 psychic damage, and—if it makes sense for their size and physiology—they drop to their knees.

TELEKINESIS. Move small, unattended objects with your mind. Or move people by succeeding at an opposed Mind check against them. Each use of this power inflicts 1d6 Mind damage on you.